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PRIMA OFFICIAL GAME GUIDE

Joe Grant Bell



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PRIMA OFFICIAL GAME GUIDE

INTRODUCTION

As our story begins, Dr. Cortex is up to his old tricks. His not-so-cunning plan is to kidnap Coco, impersonate her, and lead Crash into a diabolical trap. What Cortex doesn't realize is that a new evil threatens the islands: the Evil Twins. The Twins force Cortex to temporarily abandon his scheming and enter an unlikely alliance with none other than Crash himself.

Not that it's a comfortable alliance. Crash alternately drags Cortex around, uses him as a snowboard, and fights with him in a bizarre game mechanic known as RollerBrawl. Still, they persevere; it's amazing what a common enemy will do for a relationship.

Your task is to lead Crash, Cortex, and Cortex's niece Nina through a bewildering array of environments and gameplay modes. But never fear. This guide will be your trusty companion. Between this book, Cortex's evil genius, Nina's spring-loaded arms, and whatever Crash brings to the table, you're certain to succeed. So kick back the recliner, put on your giant foam novelty hat, and prepare yourself for a wild (and weird) ride.



FRUIT AND LOOT

Crash has a long, hard road to travel, but he isn't empty-handed. Heaps of useful things are scattered along the way; making the best use of it is vital for success. Here's a look at all the gems, crystals, crates, and miscellaneous items that Crash can gather throughout the game.

WUMPA FRUIT



Crash has a sweet tooth for Wumpa fruit, so collect it whenever you can. Wumpa fruit is sometimes found in crates but often it's just lying around.

A fruit counter briefly appears in the top left of your screen whenever you grab a Wumpa fruit. The fruit

gets cashed in for an extra life when the counter reaches 100.



Don't worry about grabbing every last fruit in a level. Aside from receiving that extra life every time you collect 100, there's no particular bonus for clearing a level of fruit.

CRATES

All manner of crates litter Crash's world. Here's a guide to crates and their uses.

WUMPA CRATES

The following crates all have a single purpose. They provide Wumpa fruit. They just do it in different ways.

BASIC WOODEN CRATES



Basic crates yield one Wumpa fruit when broken.

SURPRISE CRATES



Surprise crates yield between five and ten Wumpa when broken. The exact amount is a surprise (get it?) every time.

REINFORCED WOODEN CRATES



Reinforced wooden crates can only be broken with slam moves, such as Body Slam or Twin Slam. They yield between five and ten Wumpa.

MULTIPLE-HIT CRATES



Jump on or head-butt these crates multiple times; you get two Wumpa for each hit. Do not break them with a spin move or other attack; this yields no Wumpa at all.

HARMFUL CRATES

The following crates are deadly, but they can also be useful in certain situations.

TNT CRATES



TNT crates explode immediately if broken—which means instant death. If you jump on them, they count down from three and then explode. (Obviously, jumping on them is the safe way of dealing with them.)

TNT crates are often placed near rows of nitro crates and serve as timers. Hop on the TNT crate and get away fast to detonate the nitro crates safely.

NITRO CRATES



Whereas TNT crates only explode when broken, nitro crates explode when touched in any way. Avoid these at all costs.

If nitro crates block your path, you either need to find some way around them or find a way of safely detonating them—for example, with a detonator crate or by knocking an object or enemy into them.





PLATFORM CRATES

The following crates help you get from one place to another.

IRON CRATES



Iron crates are unbreakable. Think of them as safe platforms for Crash to stand on.

IRON SPRING CRATES



Iron spring crates are unbreakable. When you jump on them, they bounce you into the air.

These crates are often used to access high spots that would otherwise be unreachable.

WOODEN SPRING CRATES



Wooden spring crates are like iron spring crates, with one exception. They can be broken by any attack.

Usually, you do not want to break wooden spring crates—at least, not until you've bounced on them and gathered any goodies above.

SPECIAL CRATES

The following crates have diverse powers.

CRASH CRATES (EXTRA LIFE CRATE)



Break crates with Crash's handsome mug on them to earn one extra life.

As you might expect, these are some of the handiest crates in the entire game. They're often the reward for making a tricky jump or figuring out a puzzle.

AKU AKU CRATE



Break Aku Aku crates to gather Aku Aku masks, which protect your character from certain kinds of damage. But what sort of damage do they protect you from?

Falling off the world is always lethal. So is falling in lava, deep water, or any noxious liquid. Explosions are always lethal too.

Enemy attacks are another matter. If you have one Aku Aku mask, you can absorb one enemy attack without ill effects. If you've gathered two masks, you can absorb two hits. And if you collect a third mask, you become invincible for about five seconds. (After your invincible time is up, you're reduced back to two masks.)

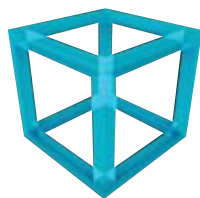
Aku Aku masks give you an edge during tough levels, so Aku Aku crates are almost as useful as Crash crates.

IRON SWITCH CRATES



Jump on (or Spin-Attack) an iron switch crate to fill in outline crates. But what are outline crates? See the following.

OUTLINE CRATES



Outline crates are just placeholders, showing you where crates will appear *if* you activate the corresponding iron switch crate.

Whenever you see outline crates, you know there has to be an iron switch crate somewhere nearby. Go look for that iron switch crate, activate it, and return to see what replaced the outline crates.

DETONATOR CRATES



Jump on (or Spin-Attack) a detonator crate to blow up the nitro crates that are linked to it.

Detonator crates often clear paths, opening up areas that were previously blocked by deadly nitro crates.

CHECKPOINT CRATES



Whenever you lose a life, you reappear next to the last checkpoint crate you passed.

You don't have to hit checkpoint crates; they're automatically triggered as you pass them.

WORLD CRATES



World crates are save points. If you have enabled auto-save, your game is automatically saved when you reach one of these.

Whenever you manually save the game, your save point is the last world crate you passed—not the last checkpoint crate.

If you run out of lives and are forced to continue, you reappear at the last world crate you passed.

There's no need to touch world crates; they're automatically triggered as you pass them.

POWER CRYSTALS AND GEMS

Power crystals and gems are entirely different items. It's important to know the difference.

Power crystals, which are tall and skinny, are necessary objects for Crash's quest. As you complete levels, you automatically collect power crystals at certain points. There's no way to miss them, so you don't need to worry about that.



Gems are completely different. Each and every level contains six gems, which are *not* necessary to complete the game. Collecting these gems unlocks special movies and artwork.

You can scroll through a list of levels whenever you pause the game to see exactly how many gems you've collected from each level. If you didn't get all the gems from a particular level, you have certain opportunities to go back and try again.

MOVABLE OBJECTS

Some objects can't be picked up, but they're still useful. Here are a few objects that appear time and again in the game.

CANNONS



Cannons are anchored in place, but Crash can rotate them and aim at different things.

Jump on the cannon's button to fire a cannonball that you can roll around.

Body Slam the button to fire a longer-range shot that explodes on impact.

You use cannons to solve various puzzles in the game.

MOVABLE PLATFORMS

Straw bales and barrels are common items that can be pushed around and used as platforms. If you see one of these objects, you should immediately think about pushing it somewhere useful.



CANNONBALLS, SOCCER BALLS, AND MORE

You find a number of spherical objects for Crash to push around. Some, like cannonballs, eventually explode—so you have to be careful. Others, like soccer balls, are completely safe.

On several occasions you must push a ball around (or Spin-Attack it or Knee Slide it) in order to solve a puzzle. Bear this in mind when you see a ball lying around.





CHARACTER MOVES

You don't always control Crash in this game—at certain times you're in charge of Cortex or his niece Nina. Also, there are times when Crash and Cortex are linked together. Each character (or set of characters) has its own moves and abilities, which we'll cover in the next few sections.

CRASH

Crash is the main man—or, rather, bandicoot. You control him during most of the game.

Crash is the only character who can double jump. To do this, jump, then press the jump button a second time while in midair.



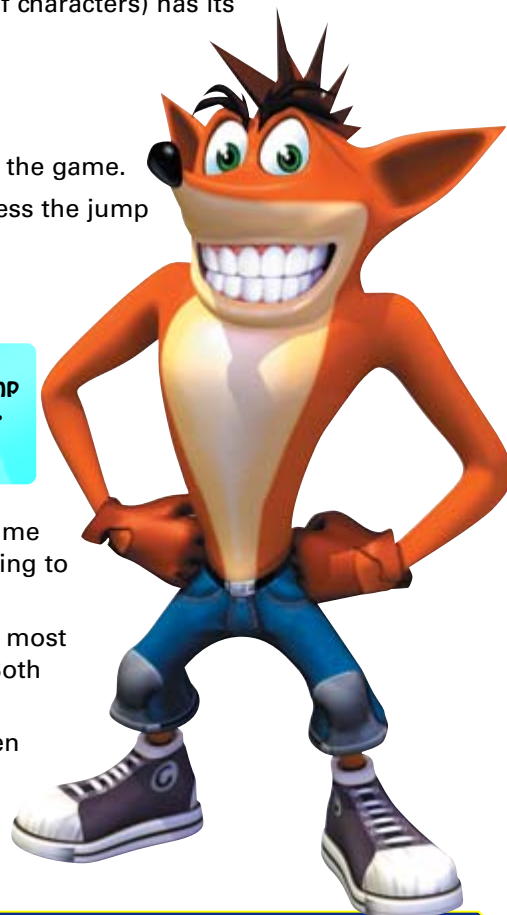
TIP

The timing of the double jump depends on what you're trying to do. The second jump should come quickly after the first if you're trying for maximum height. Wait longer between jumps if your goal is to cover lots of distance.

Note that crouching, crawling, and Knee Sliding are all controlled by the same button. Press the button while standing to crouch, move around while crouching to crawl, and press the button while running to Knee Slide.

The Spin-Attack is Crash's all-purpose strike, which you should use against most enemies. Knee Slides are useful against certain enemies that can't be spun. Both attacks can be used to move objects around, thereby solving puzzles.

Body Slam is mainly used to smite Greedy Worms, break reinforced wooden crates, and trigger buttons.



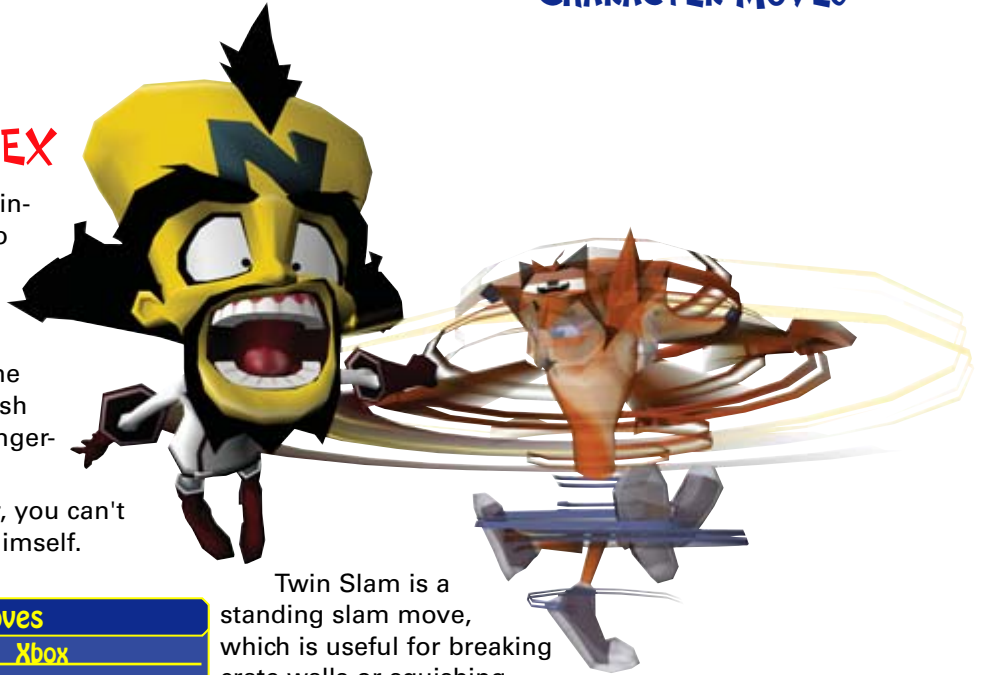
Crash's Moves		
Move	PS2	Xbox
Walk/Run	Left Analog Stick	Left Analog Stick
Spin	■	X
Jump	X	A
Double Jump	X,X	A,A
Crouch	●	B
Crawl	●+ Left Analog Stick	B+ Left Analog Stick
Body Slam	X,●	A,B
Jump Spin	X,■	A,X
Knee Slide	Left Analog Stick + ●	Left Analog Stick + B
Slide Jump	Left Analog Stick + ■ + ●	Left Analog Stick + X + B

LINKED CRASH AND CORTEX

At some points in the game, Crash can Spin-Attack Cortex to link up. Then Crash gets to drag the unwilling Cortex through the level. The linked duo has different moves than either individual.

The linked pair's Spin-Attack is the same as Crash's. The only difference is that Crash actually whips Cortex around, so it's a longer-range attack.

While you can jump with the linked pair, you can't jump nearly as far as Crash can jump by himself.



Twin Slam is a standing slam move, which is useful for breaking crate walls or squishing enemies.

Spin Throw and Overhead Throw are two different ways of tossing Cortex across a gap. Spin Throw throws him straight and low while Overhead Throw tosses him in a high arc. You need to use each technique at different times.

If Crash and Cortex get separated, run up to Cortex and Spin-Attack him to link back up.

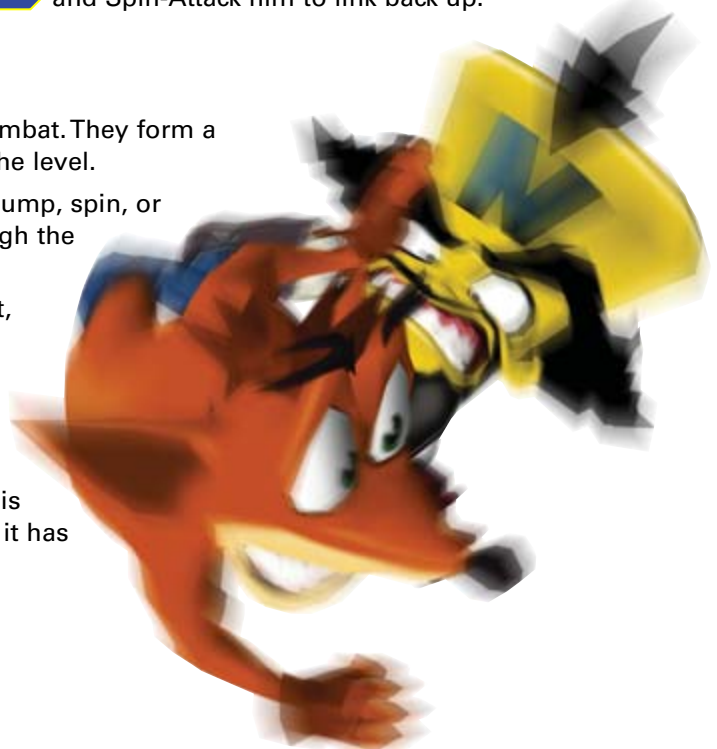
Linked Crash and Cortex Moves		
Move	PS2	Xbox
Walk/Run	Left Analog Stick	Left Analog Stick
Spin	■	X
Twin Slam	●	B
Jump	X	A
Spin Throw	■, ●	X, B
Overhead Throw	X, ●	A, B

ROLLERBRAWL

In RollerBrawl, Crash and Cortex are locked in mortal combat. They form a fighting, kicking, scratching ball that you steer through the level.

There are no special moves in RollerBrawl; you can't jump, spin, or do anything fancy. All you can do is guide the ball through the level, collecting useful stuff and avoiding hazards.

If the RollerBrawl comes to a rest, sometimes one character temporarily gains supremacy and spanks, throttles, or pounds the other. This is amusing to watch, but it has no affect on gameplay.





HUMILISKATE



The HumiliSkate mechanic happens when Crash uses Cortex as a snowboard or skateboard, riding him down a slope.

You only have a couple of moves in HumiliSkate. Steer with the analog stick; press forward or back to slightly adjust your speed.

Your jumps don't get much air unless you're on a ramp or upslope. Always jump slightly earlier than you think you should; jumping late results in no air whatsoever.

Crouching speeds you up. This is only necessary or desirable when you're being chased.

HumiliSkate Moves		
Move	PS2	Xbox
Change Direction/Speed	Left Analog Stick	Left Analog Stick
Jump	X	A
Crouch for Speed	○	B

CORTEX

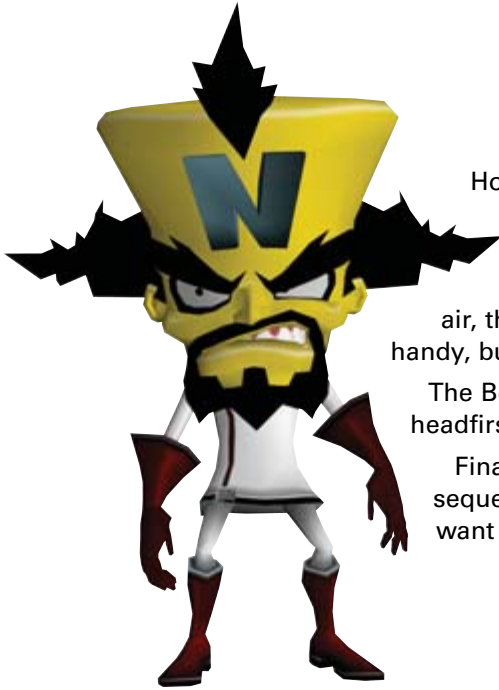
Cortex has a wide assortment of moves, but you actually only need a couple of them.

His pistol is his most valuable tool. Use it both to destroy enemies and to clear away obstacles. Since Cortex's legs are short and stubby, it's often easier to shoot away obstacles rather than avoid them.

Cortex's Moves		
Move	PS2	Xbox
Walk/Run	Left Analog Stick	Left Analog Stick
Fire	■	X
Charge-Up Blast	Hold down ■	Hold down X
Jump	X	A
Crouch	●	B
Crawl	● + Left Analog Stick	B + Left Analog Stick
Radial Blast	X, ●	A, B
Body Slide	Left Analog Stick + ●	Left Analog Stick + B
Strafe Move	L2 or R2	LB or RB



CHARACTER MOVES



Hold down the fire button for a Charge-Up Blast. This is more powerful than the standard shot. You don't need to use this ability much; the standard shot works fine on almost everything.

The Radial Blast is similar to Crash's double jump. Cortex jumps into the air, then shoots the floor to gain a little extra height. Again, this trick can be handy, but you seldom need to use it.

The Body Slide is similar to Crash's Knee Slide, except that Cortex dives headfirst.

Finally, the Strafe Move is useful for avoiding obstacles, particularly in sequences where Cortex is being chased directly toward the camera and doesn't want to slow down as he dodges.

NINA

Nina Cortex's main move is a combination punch and grappling attack. Use it on enemies to dispatch them from long range (or to safely detonate nitro crates). Use it on grapple points to rappel up walls or swing to new ledges.



Nina clings to some grapple points while she automatically flings herself off others. You'll get a feel for this as you play the game.

Nina's spin move is much like Crash's; it's the main move she uses for dispatching foes.



Nina's Moves		
Move	PS2	Xbox
Walk/Skip	Left Analog Stick	Left Analog Stick
Punch/Grapple	●	B
Jump	×	A
Spin	■	X
Jump Grab/Grapple	×, ●	A, B





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GOONS AND HAZARDS

Hordes of evil goons, malicious animals, and devious pitfalls stand between Crash and his goals. Here's a look at some of the most frequent threats.

COMMON ENEMIES

The following enemies appear over and over again, so it pays to be familiar with them. They're listed in roughly the order they appear.

GREEDY WORMS

Greedy Worms bite if you stand too close. But they're also useful. You can jump on their heads to bounce to extreme heights.



Some Greedy Worms live in tunnels with multiple exit holes. Body Slam a Greedy Worm to make it move to a different hole, where you can jump off its head and collect useful stuff.



TIP

After bouncing off a Greedy Worm's head, be sure to land either on its head again or far away. If you land right next to the Greedy Worm, you'll fall on your back (since you fell so far), and it will bite you.

TRIBESMEN

Tribesmen come in several varieties.

SHIELD TRIBESMEN



Shield Tribesmen carry spiked shields that protect them from Spin-Attacks. To dispatch them, first Knee Slide them to make them drop their shields, then Spin-Attack them.

SPEAR TRIBESMEN



Spear Tribesmen are the most common kind of Tribesmen. They like to charge in and poke at you with their long spears. Dodge to the side and Spin-Attack them to take them out.



TIP

Avoid attacking Spear Tribesmen from straight on, as it's tricky to get past the spear.

LOOKOUT TRIBESMEN

Lookout Tribesmen peer through binoculars and hurl deadly accurate spears if they see you. You must avoid moving while they're alert (see chapter 4 for details), and you must sneak past them while they're not.



RAZORBACKS AND GUARD DOGS

Razorbacks are semiwild boars kept by Tribesmen. If you get close, they try to charge straight in and gore you. Spin-Attack them directly, or jump in the air and Spin-Attack as you land on top of them.



Guard dogs show up later, at the Academy of Evil. Deal with them in the same way you deal with Razorbacks.

ANTS

Like Tribesmen, there are several varieties of robotic ants. In fact, these minions of the Evil Twins are the most diverse enemies in the game.



Ant drones hold no weapons. They simply charge in and grab. Spin-Attack them once to get rid of them.

Lancer drones are much tougher than ant drones. They wield lightning swords, and their basic attack is to lunge at you. Run sideways to avoid the lunge, then Spin-Attack them. You must hit them twice to kill them (or, alternately, spin them into a pit).



Fire drones spew gouts of fire every few seconds. Either run in and Spin-Attack them after they've just finished a fire attack, or jump the fire attack and Spin-Attack as you land on

them. Fire drones, like lancer drones, must be hit twice before they go down.



Bore drones drill through the earth and pop up beneath you. Keep moving while they're tunneling to prevent them from hitting you as they emerge. They're temporarily dizzy

when they reappear, so you can easily Spin-Attack them twice to dispatch them.



Hover drones fly around and shoot energy projectiles. Your best bet is to lure them close, then jump and Spin-Attack in midair to knock them down. Like the other advanced drones, they must be hit twice.



ICE BATS



Ice bats try to dive into you, causing damage. When they get close, stand still and wait for them to dive. Spin-Attack as they meet you.

ROCKET PENGUINS

Rocket penguins blast off with powerful jetpacks and detonate upon impact. They come in two varieties, which look identical.

Vertical-flying penguins fly into the air, then come crashing down to explode. Keep moving while they're in the air to avoid having them land on your head.

Horizontal-flying penguins stay near the ground, homing in on you. Get just close enough to bait them, then run away.



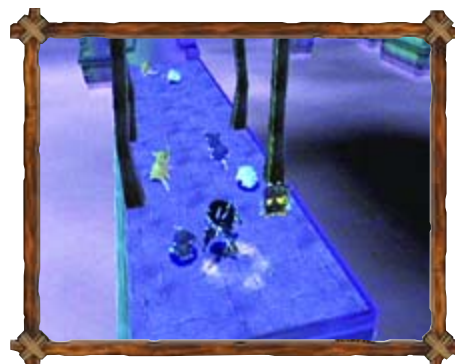
RHINO PIRATES



Rhino pirates are minions of the insane ship's captain, Ngin. They like to swing through the air on ropes, causing damage if they hit you. They can also throw barrels. Just avoid them; they cannot chase you.

LOBOTO MOUSE

These crazed rodents sometimes ignore you for a while, only to charge toward you a few seconds later. Try to avoid landing on them when you jump. Spin-Attack them to clear them away whenever they get too close.



ZOMBOT



ZomBots are the small, aggressive robots found in the Academy of Evil. When you get close, they shake with excitement and charge toward you. Spin-Attack them once to take them out.

FROG N. STEIN



These twisted frogs hop through certain classrooms in the Academy of Evil. Shoot them with Dr. Cortex's blaster to put an end to them.

JANITOR



Giant, robotic janitors keep the Academy of Evil clean. Shoot school bells to cause hordes of evil children to run out, trampling the janitors. Or run and jump to avoid them.



HALL MONITOR



Hall monitors, like Lookout Tribesmen, go through alert and not-alert phases. Hide while they're alert, then look for a way to destroy them.

ROACHES AND BEETLES

Fire Roaches are insects that can damage you if they touch you. Spin them to get rid of them.



Furnace Beetles are tougher, and are capable of spitting acid! When paired up with Cortex, spin them to flip them on their backs, and then use a slam move to squash them flat.

BOSSSES

Hey, we're not going to spoil the fun. Instead of listing all the bosses here, we'll discuss them whenever they appear in the game.

If you're having trouble with a particular boss, check out the walkthrough section and you'll find all the info you need.

COMMON HAZARDS

Aside from monsters, there are a few common things you constantly need to watch out for. Here's the short list.





PITS



You encounter bottomless pits all over the place. Avoid these at all costs, or you'll lose a life.



TIP

If Crash and Cortex are linked, you can Spin Throw or Overhead Throw Cortex into a deadly situation (a pit, water, lava) and not lose a life. Cortex simply teleports back to join Crash, and you can Spin-Attack him to link back up.

WATER, LAVA, SLIME



Crash isn't much of a swimmer. He can safely wade in shallow water, but falling in deep water always results in a lost life.

Lava, slime, and other noxious fluids are always instantly lethal.

MOVING, FALLING, OR DISAPPEARING PLATFORMS

You constantly jump from platform to platform, and often there's a twist. Some of these platforms move around; others fall after you've stood on them a second; others disappear at certain intervals. Study difficult jumps before you make them, and have a plan in mind before you start moving.



EXPLOSIVES



Nitro and TNT crates are constant hazards. Always keep a sharp lookout for these, and think of ways to avoid or safely detonate them.

HIGH FALLS



Crash and friends can fall long distances and survive, but remember that there are limits. If you fall from a really spectacular height, don't be surprised if you lose a life.

IT BEGINS

As the adventure begins, Dr. Cortex is up to his usual tricks: a little scheming, a little kidnapping, and some mighty big (and bad) plans for Crash. You get a little time to goof off on NSanity Island, but don't get too comfortable. It isn't long before the action starts to heat up.

NSANITY ISLAND

Your trek begins on NSanity Island. It's Crash's home and a playground of sorts, where you can grab gems, Wumpa fruit, and extra lives—but don't be fooled. There are hazards aplenty. You learn vital skills just by exploring.

If you're in a hurry, look for Crash's house and cut right to the next section. Otherwise, follow these directions to gather crystals and get a feel for the game.

You start out on the beach; just the place for some rest and relaxation.



When the nitro crates are gone, jump onto the iron spring crate and collect gem #1 up top.



NOTE

We'll make a note of all six gems in every level, numbering them as we go.



Nearby, jump up a series of ledges. Jump on top of the Greedy Worm for extra air.



Find the chicken coop by the nitro crates. You need to blow up those nitro crates to get a gem—but you can't touch them directly.



Blow up the tall stack of nitro crates by chasing chickens into the crates. Or Spin-Attack the chickens into them. Or roll a giant acorn into them. Be creative.

Hop onto a TNT crate on the top ledge and back off. When the tree falls, cross to more ledges and grab some extra lives.



Look for a waterfall. Jump up the ledges by the waterfall (don't worry, the falling fish won't hurt you) and grab extra lives at the top.





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A nearby slope leads out over the water. Head up and check out the cave on the other side. You can't get across yet. Look down and see the stone pillars in the water; you can raise them later.



Return to the main island, hopping across a series of pillars and floating iron spring crates.



Turn around and look for a tall ramp that looks like a ski jump. That's where to go next.



Head down the beach, in the direction you haven't explored yet. Find a cannon and a row of spiked pillars.



Hop on some Greedy Worms to reach the top of the ramp. Jump onto the sled you find up there, and ride down the ramp. Just as the sled flies off the ramp, double jump to land on a tiny island.

Move the cannon by pushing it. Aim at each of the four pillars, then Body Slam the button to fire a cannonball.



Run around back of the little island, take some Greedy Worm-assisted jumps, and collect gem #2 from a pillar.



TIP

Only a Body Slam shoots cannonballs far enough to hit the pillars. Jumping on the button spits out a cannonball you can roll around—but that isn't good enough for this situation.

JUNGLE BUNGLE

Shooting the pillars makes them crumble to a manageable height. After all four pillars are cut down to size, leap across them to collect gem #3. That's all the gems for now; you'll collect the last three later on.



JUNGLE BUNGLE

Okay, you've learned the ropes. It's time to get down to business. Dr. Cortex has kidnapped fair Coco, and now he's put on a blond wig to impersonate her—and lead Crash into a trap. Apparently, Crash needs glasses because he's more than willing to follow.



Run toward Crash's house to enter Jungle Bungle (the transition is instant). Check out the pillar beside the house—yep, that's a gem on top.

There's a bomb by the pillar. Slowly roll it into the pillar's mouth and get away fast. The explosion shaves some height off the pillar. Now push a barrel from Crash's front yard up to the pillar, then double jump off the barrel to get atop the pillar and grab gem #1.



Run to the world crate beside the house to trigger a short movie with the disguised Cortex. As soon as you regain control of Crash, follow Cortex down the path. Spin-Attack those pesky crabs and jump over a log.



Hop across a trench, then cross a wooden bridge. Spin-Attack the skunk guarding the bridge, and grab some fruit and an Aku Aku Mask on the other side.



Hop another trench, Spin-Attack another skunk, and pogo between two multiple-hit crates to reap every last Wumpa fruit. Then hop another trench and keep going.

Cortex disappears into a cave mouth, but ignore him for a second. Veer left and find a cannon mounted near four spiky pillars.





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Hop on the cannon's button to spit out a cannonball (*don't* Body Slam). Then slowly roll the cannonball up to the nearest pillar and shove the ball in its mouth to cut it down to size. Now destroy two more pillars the same way.



TIP

Roll cannonballs across the bridge to reach those other two pillars. Take it slow and easy. Also, notice the Aku Aku mask in the water—but don't go down there unless you're mighty skillful. It's a tough jump!

There's one pillar left, and it's behind a log. Produce a cannonball, and Knee Slide it to lob it over the log and into the final pillar. When all four pillars are cut down to size, leap across all of 'em to collect shiny gem #2.



There's a small beach nearby. Get down there and jump on an iron spring crate to collect gem #3.



Get back to the cave mouth where Cortex disappeared. Knee Slide the shield-bearing native to make him drop his shield, then Spin-Attack him to finish him off. Run into the cave.

Exit the cave, run across a checkpoint crate, and Spin-Attack a hostile plant. Farther along the path, avoid the swinging log.



Smack down a skunk and a native past the swinging log, but avoid the nitro crates.



TIP

If you're clever, you can smack the skunk or native into the nitro crates for a satisfying explosion. Or, they may run into the crates all on their own.



There's a Greedy Worm in the ground nearby; you have business with him later. For now, jump over him and look in the clearing beyond him.



Look for a chain of nitro crates and iron crates, and a single TNT crate. Activate the TNT crate by jumping on it and getting away fast. The explosion sets the iron crates bouncing up and down. Hop onto

the iron crates and double jump at their highest point. Collect all the Wumpa fruit and gem #4.

Return to the Greedy Worm. Bounce off his head onto a pillar to collect gem #5. Body Slam him to make him move over to a cliff. Bounce off his head at the new location, grab gem #6, and leap up a series of ledges, using more Greedy Worms for extra bounce.



Up top, detonate a TNT crate to make a tree fall. Run across the tree, then attack a detonator crate to drop a second tree—and run across that one too.

Hit a checkpoint crate and notice the nitro crate-covered log in front of it. Jump across the TNT crate (*not the nitro crates*). If you double jump, you can avoid detonating it. Destroy the plant on the other side.



Jump across a pit (wait for the swinging log to pass before jumping), then follow Cortex across a narrow land bridge with another swinging log. Crawl on your belly to avoid the swinging log.

Jump over a collection of nitro crates, iron crates, and regular crates—or jump to Spin-Attack the regular crates, then get back while the nitro crates blow up.



Double jump onto a pillar in the middle of a wide trench, and immediately bounce off it to the other side. The pillar drops a second after you touch it, so be quick. Grab an extra life from a Crash crate on the other side.





You now approach a skunk with a bad attitude. Spin-Attack him into the nitro crates piled behind him, and watch as they blow sky-high.

Past the vaporized skunk, watch as an evil plant gets smashed by two logs. Run past its remains and hop onto a sled.



Ride the sled down a short hill and hop off. Run into a small arena, where Cortex is waiting for you.



BOSS FIGHT: CORTEX AND MECHABANDICOOT

Now you're in for a real treat—two bosses for the price of one. Such a deal. Read on for suggestions on how not to get vaporized.

CORTEX

In this stage, Cortex flies a hover platform and has three attacks: streaming shots, bombs, and a green plasma blast.

A red target appears on the ground when Cortex is about to fire the streaming shots. To avoid them, just keep moving. Run around the arena in big loops.

Cortex's next attack is a green plasma blast, which homes in on Crash. Stand still and wait until it's close, then Spin-Attack to send it back toward Cortex.

The final attack is a stream of bombs. A blue target appears on the ground at the spot each bomb will fall—obviously, avoid standing there. Bombs destroy the floor section they hit, except the very middle section, which is never destroyed.



Cortex takes to the sky on his hover platform and fires streaming shots at you. Keep running in wide loops, avoiding the red target.

Next, Cortex fires a green plasma blast. Stand still and Spin-Attack just before it hits you; this sends the plasma back to scorch Cortex.



Undaunted from the plasma blast, Cortex gets back on his platform and starts flinging bombs. Avoid standing on the floor section marked by the blue target, and remember that only the center section can withstand a bomb hit.



Now you're stuck in the middle of the floor. Cortex starts firing streaming shots again, but this time they *don't track*. Each time the red target appears on Crash, just move to the side and wait.



There's no need to run around the entire time.

Cortex fires a third green plasma shot. Spin-Attack it back into him and he collapses. But now MechaBandicoot hops onto the wall, and stairs appear. Quickly hop up the stairs onto the arena wall—the stairs crumble in a few seconds.



When three floor sections are destroyed, Cortex fires some more streaming shots. Run in loops (avoiding the missing floor pieces) to avoid the shots.



Cortex fires a second green plasma blast. As before, stand still and Spin-Attack when it gets close to send it back into Cortex.

Cortex now throws bombs again, destroying the entire floor except for the middle. Avoid standing on the targeted sections.



MECHABANDICOOT

MechaBandicoot has three attacks: missiles, a chainsaw, and a green plasma blast. He always uses his weapons in that order, unless you've destroyed one or more of the weapons.

To avoid his missiles, run along the wall. Keep moving in one direction as long as the missiles are dropping, and you won't be hit.

MechaBandicoot raises his arm before using the chainsaw. Run to the side. He drags the chainsaw along the wall a short distance and hits you if you're too close.

Finally, MechaBandicoot shudders and "charges up" before firing his green plasma blast. Spin-Attack to knock it back at him. (The blast travels quickly, so be prepared.)

The key to fighting MechaBandicoot is not running out of room to run. Whenever he isn't attacking, get close to one end of the arena wall so you have a long way to run when the attacks begin.





MechaBandicoot fires a series of missiles. Run along the wall to avoid them. Next, he brings out the chainsaw; dodge that as well.

Now Mecha-Bandicoot fires a fast green plasma shot. Spin-Attack to send it back. It hits his chainsaw.



Avoid the missiles and chainsaw a second time, and Spin-Attack another green plasma blast back into Mecha-Bandicoot. This attack destroys his chainsaw.



Avoid another pair of missile barrages, and Spin-Attack two more plasma blasts back into MechaBandicoot. (The plasma comes right after the missiles now because the chainsaw is

destroyed.) Two plasma hits destroy MechaBandicoot's missile launcher.

With the chainsaw and missile launcher gone, MechaBandicoot only has his plasma attack left. Spin-Attack three consecutive plasma blasts back into MechaBandicoot to finish him off and complete the level.



CAVERN CATASTROPHE

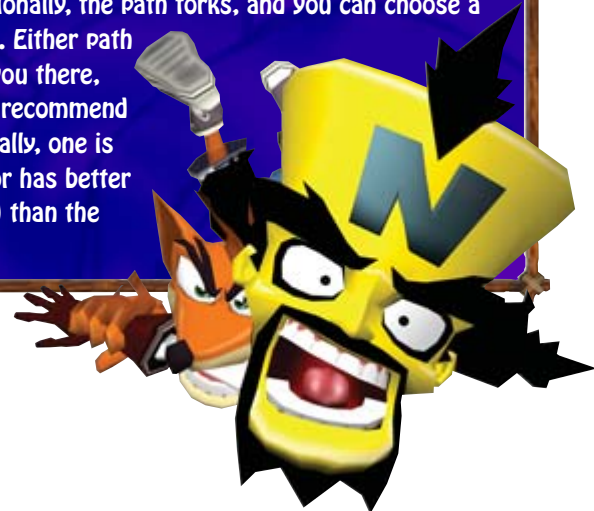
Score one for Crash, but Cortex isn't about to give up. He drags Crash down into a dank cavern, where you're introduced to a new style of play: RollerBrawl.

ROLLERBRAWL

When controlling the RollerBrawl, roll at a moderate speed most of the time. Go too fast and you won't have time to avoid pits or nitro crates; go too slow and you won't have the momentum to collect cool stuff. Also, you tend to wobble around when moving slowly, which makes it hard to steer precisely.

Sometimes you can back up to collect stuff you missed. Repeatedly roll left and right to gather enough momentum to grab items high up on the wall.

Occasionally, the path forks, and you can choose a direction. Either path will get you there, but we'll recommend one. Usually, one is easier (or has better rewards) than the other.



CAVERN CATASTROPHE



Roll down the tunnel, collecting Wumpa fruit. Watch for a Crash crate high on the left wall; back up and grab it if you miss it the first time.



Smash through a door onto a ledge. Roll onto a wooden walkway.

Avoid nitro crates as you roll. The first one is on your left, so keep right.



Keep moving fast or you'll fall through a trapdoor. At the end of the walkway, drop down, hitting a huge crystal as you fall. Then drop twice more, hitting two more crystals. This causes rocks to fall from above.



TIP

In some spots, nitro crates are stacked on regular crates. If you're moving fast, you can smash the regular crates and get away before the nitro crates explode—but it's safest just to avoid the stack altogether.



TIP

Trapdoors automatically open about two seconds after you roll onto them—so keep moving.



TIP

As you just learned, hitting three crystals in the correct order causes rocks to fall. Remember this fact, as it comes in handy later.



Roll over a ramp with a line of nitro crates below it. You'll hit the nitro crates if you're going too slow—so keep your speed up.

Roll down across a stone slab to collect an extra life, then roll forward into another tunnel. Follow the tunnel until it splits. The left passage is marked with a skull and crossbones while the right passage is clear.



ALTERNATE PATHS

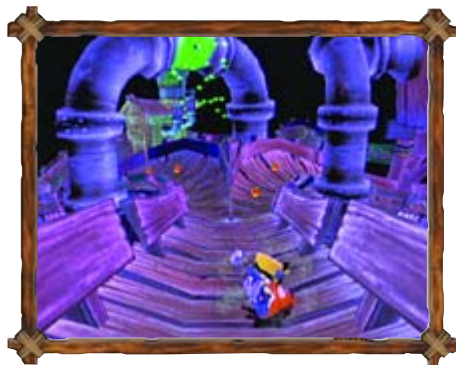
Sometimes you can take more than one path to the same place. This is the case in RollerBrawl mode whenever the tunnel forks. Either path will get you where you need to go, but usually one is easier or provides better loot. We'll make suggestions and assume you'll follow them, but feel free to take the alternate path.

Smash the wooden wall and take the left passage. Move slowly and collect goodies; grab gem #1 along the way. Speed over a few trapdoors, through a door, and into a wooden trough.



TIP

The right path gets you to the wooden trough, too, but it contains more nitro crates and no gems.



The wooden trough splits into two paths ahead. This time, take the right path.



TIP

You can take the left path, but you'll miss out on a gem and have to go through a particularly narrow spot with nitro crates on both sides.



Weave around nitro crates, moving at moderate speed. When you see a skull-and-crossbones door ahead, speed up.



Blast through the door. If you're going fast and straight, you collect gem #2. Approach a waterwheel and fall into it. Let it roll you onto a wooden walkway.

Avoiding the green steam vent, roll across a trapdoor, and touch a checkpoint crate. Then wait for a lift to drop beside the checkpoint and ride it up.



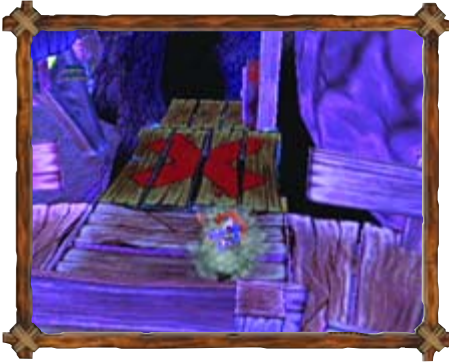


TIP

Steam vents always give you a warning. They emit a trickle of gas just before they blow. Use this visual cue to avoid getting hit.



Upstairs, you can go left or right. Go right (avoid the steam vent) and collect a pair of extra lives balanced on a trapdoor. You have to be quick.



Find another lift. Quickly roll across the trapdoor and onto the lift; ride it upstairs.

Upstairs are three crystals. Roll into them in the correct order (look for the red glow inside the crystals; it tells you which one to hit next), and a rock bridge falls. Roll across the bridge when the rocks are done falling.



Once again you can go left or right. Go right to take a series of tough jumps on iron spring crates; the reward is gem #3. Otherwise, just go left. Remember to avoid green steam vents.



TIP

Getting this gem is tough. You need to make several difficult bounces from platform to platform. Be prepared to try a few times. Move the camera as high as it goes before each bounce so you can look down and gauge the distance to the iron spring crates. Also, start your approach from near the edge of each platform, and take it easy. Pressing the stick too hard makes you overshoot the platform.



After getting the gem (or not, if you decided to skip it), approach a waterwheel with bombs falling into it. Climb in it, but time it so a bomb doesn't fall right next to you as you go around.

The first wheel drops you into a second wheel. Ride the second wheel until you have a chance to roll left, across a trapdoor. Do it and get into a third wheel on the left side of the screen.



The third wheel carries you up. As it goes back down, roll left onto a pair of trapdoors—one right above the other. Fall through both of them.





Roll right, collecting gem #4, and drop into a giant Tiki head. A movie plays, in which Cortex grabs a Power Crystal and a massive drill appears. The drill opens up, and robotic ants come out.



TIP

Four walkways lead down from the drill. Robotic ants emerge from the walkways; some are weaponless Ant Drones that start gathering crates. Others are Lancer Drones with lightning swords, and they guard the walkways.

There's a green button on each of the four walkways. Body Slam all four of these buttons to make the drill go away.

Immediately run forward and Body Slam the green button on the nearest walkway; notice how it goes dark. Then run away before the ants attack.



Body Slam the other three green buttons. Your best bet is to stay back for a while breaking crates. Then run up and Spin-Attack the nearest Lancer Drones (two hits destroys them) until the area

around the button is clear. Then Body Slam the button and repeat. Don't stay in one place for too long.

The drill and ants disappear. Chase Cortex and Spin-Attack him to link up with him. Drag him over to the platform with the red gear, and repeatedly Spin-Attack the gear to move the platform up.



At the top you see a distant lever. Spin-Attack to grab Cortex again, then point directly at the lever and Spin-Throw Cortex over to the lever. Cortex flies across the gap, throws the lever, and teleports back.



Grab Cortex again and go across the bridge. Overhead Throw or Spin-Throw him over a platform that contains gem #5. If you're accurate, you'll smack the gem and collect it.

Get on another platform with a red gear. Spin-Attack to raise the platform, timing your spins to avoid gas vents as you climb.





Drop into a tunnel to briefly reenter RollerBrawl. Collect extra lives and avoid nitro crates on the way down the tunnel. Speed up at the end to cross a pair of trapdoors.



Make your way onto a gear platform. Spin-Attack to ride it up.



You spill out on a big platform. Spin-Attack to link with Cortex again. Twin Slam through a crate wall and approach a ledge with two crystals.

On the next platform, there's a rumble, and a giant drill starts rising up from below. Now you must hurry, or the drill will get you. Read the sidebar for tips on surviving this part.



Spin-Attack the two crystals in sequence (the red flash tells you which crystal to hit first), then Twin Spin Cortex to send him flying across the gap so that he hits a third crystal on the other side. This drops a rock bridge.



AVOIDING THE DRILL

The drill moves quickly, but you can slow it down by Spin-Attacking crystals. There are three sets of three crystals along the way up. When you Spin-Attack the third crystal of each set, rocks fall and slow down the drill. It's important to keep moving quickly, and spin every crystal.

Sometimes there's a crystal right next to a gear platform. Master the art of standing close to both the crystal and the gear so a single Spin-Attack hits both. This saves time.

This is a tough sequence, so be prepared to try it a few times.



If you miss the third crystal, you may have to hit the first two crystals again before retrying the Spin Throw.



Spin-Attack Cortex to link back up and cross the rock bridge.

The first set of crystals is easy to hit. The yellow crystal in the second set is off to the right, so run off the gear platform, tag the yellow crystal, and get back on the platform.





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There's a free life between the last two crystals and gem #6 on a platform after the last crystal. Avoid the free life (too much time) but grab the gem. Try for both if you're confident.

At the top, run into a tunnel and catch your breath. Carefully Twin Slam the middle section of a crate wall, avoiding the TNT crates on the sides. Cortex temporarily leaves you at this point.



Attack an iron switch crate to destroy a wall of nitro crates. Then move ahead when the coast is clear.



Spin-Attack a detonator crate to destroy the nitro crates above a green pool of slime. When the explosion's done, jump onto the iron crates in the middle of the pool, then cross to the other side.



Approach another green pool. Double jump onto the tall crate stack, and bounce from the stack to the other side of the pool.



TIP

This is a tough jump. Try to hit the far edge of the crate stack, jump as you hit the crates, and bounce in the air. Only try to grab the Crash crate beside the main stack if you're feeling extra-confident.



Spin-Attack another detonator crate to clear away the nitro crates. Hop across two sets of iron crates to cross a third green pool.



You've returned to the great outdoors. Hop down to the beach. A movie plays, in which Crash and Cortex encounter the Evil Twins.

NSANITY ISLAND REVISITED

You're actually back on NSanity Island now—it's just a section you haven't seen before. Your task here is to grab two more gems and run up a slope, into Totem Hokum.



Run down near the dock. Use a TNT crate to smack a hay bale into some nitro crates and bring down a detonator crate. Use the detonator crate, and hop on an iron spring crate to collect gem #4.

Nearby, Knee Slide a hay bale into a stack of nitro crates (or chase chickens into the nitro). This drops a detonator crate. Use it to get access to more iron spring crates close by and collect gem #5.



Look for a slope leading up. This takes you toward Totem Hokum.



TIP

On the opposite end of this beach, a tunnel leads back toward the levels you've already played. If you take it, you emerge in an NSanity Island cliff cave, which you looked at (but couldn't reach) when the game began. Don't take the tunnel now. Remember it if you want to go back for gems later.

At the slope's top, enter a tunnel. Hop a chasm and activate a detonator crate to clear a path. Hop across iron crates and ledges, triggering more detonator crates when necessary, to reach Totem Hokum.



TOTEM HOKUM

Totem Hokum introduces two important new game mechanics. In the "Doc Amok" sequence, Crash must clear a path for Cortex while the doctor is chased by bees. Later, you encounter the "lookout" function, in which Crash must hide from enemies while they're alert, and quickly move to new locations while they're not looking.



Run ahead of Cortex and Spin-Attack a detonator crate to drop a tree. Run across the tree, Spin-Attack an iron switch crate to fill in outline crates, and run across.

Jump on a mantrap to spring it. When the path forks, run down (toward the screen). This is your path; Cortex stays on the upper path.



CRASH TWIN SANITY

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Hop on a counterweight to raise a block in Cortex's path; stay there until Cortex gets under the block. Then run ahead and Spin-Attack a pillar to drop a spiked obstacle out of Cortex's way.

Spin-Attack a wooden post to extend a bridge for Cortex, then Spin-Attack a detonator crate to remove a spiked obstacle. Hop toward the camera to collect gem #1, then hop back on track.



When you hit a wall, wait for Cortex to trigger it and move it aside. Raise another block for Cortex.



A movie plays in which a beehive falls on Cortex's head. Spring a mantrap in front of him, extend a bridge, and cross it. Hop twice on a spiked post to slam it into the ground.



Detonate a tree and cross it. Hop on more spiked posts to eliminate them, and destroy any nitro crates in Cortex's path.



Get on another bridge, spring a mantrap, and run down to the nearer path (just like before). Spin-Attack a switch crate to fill in a path for Cortex.



Spin-Attack a plant, wait for Cortex to drop a wall, then move ahead and stand on a counterweight to clear his path.





Hop a chasm. Spin-Attack some crates (and back off) to detonate the nitro crates, clearing Cortex's path and revealing gem #2. Grab it, then let Cortex drop a wall for you; keep moving.



Hop down to a dock. Jump into a boat (watch it a moment first) and onto another dock.

A bear starts chasing Cortex. Spin-Attack a plant in his way. Take the lower path and Spin-Attack a detonator crate. Wait for Cortex to drop a wall, then jump on a counterweight to let him through.



A movie plays in which you see a native watchman using his binoculars. Wait on the dock and study the watchman for a few moments. Notice that he uses the binoculars for a few seconds, then rests for a few seconds.



Jump a gap and Spin-Attack two more detonator crates to assist Cortex. Hop on a counterweight to move a block for him. Though he springs a wall open for you, don't get off the counterweight

until he's safe. A movie plays, in which Cortex runs into some native trouble.

When the watchman puts away the binoculars, hop across the rocks to the next dock and crouch down. Stay crouched while he uses the binoculars again. Hop ahead to the next dock when he's not looking.



Cortex is gone for now; it's just Crash again. Enter a cave, but watch out for a pit.



Always hide while the binoculars are out and run while they're not. You must crouch on the docks to hide; otherwise, you'll be discovered.

CRASH TWIN SANITY

PRIMA OFFICIAL GAME GUIDE



Get underneath the watchtower. Hop onto another boat, then jump from that boat to a second one. (Wait until the two boats are about to meet before jumping.)

From the next dock, see another watchman. When he's not looking, hop forward, detonate a tree, and hop back. Run across the tree when he's not watching.



Move ahead to a third watchtower, using the skills you've learned. Beware the mantraps on the rocks ahead.



TIP

You can hide by crouching in a boat and by crouching on the docks. Crouch in the first boat to avoid detection.

Hop up to a line of Razorback pens. When the watchman ahead is not looking, jump quickly through the pens.



Move down to a beach. Spin-Attack some spear-toting natives and grab extra lives at the end of a dock.



TIP

The easiest way to smack spear-toting natives is to get them to chase you. Then veer left or right, move toward them, and Spin-Attack them. Don't approach them straight on, or the spear is likely to poke you.



TOTEM HOKUM



At the beach's other end, Spin-Attack rocks to activate an iron switch crate and make a path to gem #3. Collect it.



Get back up near the chief's hut. Stand where you jumped for the last gem and look for a series of ledges along the village wall. Hop along these ledges to collect gem #5 in a tall hut.

Hop up the cliff, bouncing on a series of mantraps. At the top, enter a native village.



Return to the Greedy Worm when you're done exploring. Body Slam it, chase it, and Body Slam it again. Keep doing this, chasing it across a stream, up a ledge, back across the stream, and into a Razorback pen. Spin-Attack the Razorbacks and Body Slam the worm again.



Inside the village, note the Greedy Worm. Ignore him for now. Explore the village thoroughly, Spin-Attacking natives and grabbing loot from huts.



If you take too long, the Greedy Worm returns to a previous spot. Follow it and Body Slam it again to get back on track.

Use mantraps to bounce to a higher level. Near the chief's hut, look out over the roofs. Sections of roof pop up every so often. Jump onto a part of a roof without spikes, then onto the popping sections to grab gem #4.



Body Slam the Greedy Worm and chase it up near the chief's hut. When the worm stops near the totem pole that Cortex is hanging from, bounce off the worm's head to collect a power crystal. This frees Cortex.



CRASH TWIN SANITY

PRIMA OFFICIAL GAME GUIDE



When a brief movie ends, you're deposited on a path. Start running full speed toward the camera as natives chase you.



Jump for gem #6 as you run. Cross a river on a log (ignore the planks on either side), but jump as you get on and off the log because there's a gap on each end.

Hurdle pits and avoid or hurdle wooden walls. When a pit has a central column, bounce off the column but don't stand there. The column drops quickly.



The natives give up. Enter a cave and pass through it, detonating nitro crates and collecting goodies.



TIP

When crossing pits, jump near the edge and hold off on double jumping unless you need to. This allows you to recover quickly if you need to single jump two pits in a row.

A movie plays in which Cortex blasts Ernest Emu, a local farmer. Spin-Attack Cortex and start Twin Slamming the Greedy Worms as quickly as possible. If you slam 15 before time runs out, trees sprout up.





Hop up the trees. Grab Cortex and run into a clearing with a Tiki God. Watch the movie. The Tiki God fight now starts.



Now start fighting. Run around at a distance, avoiding Burrowing Hand Slams.

BOSS FIGHT: TIKI GOD

This Tiki God is angry and ready to deliver a smack down. Fortunately, he's one predictable stone idol. Read the sidebar for info before following the next few steps.

THE TIKI GOD

The Tiki God has four attacks: Ground Slam, Burrowing Hand Slam, Eye Beams, and Tiki Minions.

If you get close, the Tiki God uses the Ground Slam, pounding the ground nearby. If you hang back, he uses the Burrowing Hand Slam, stretching his arm under the earth and sprouting it out to smack you.

Periodically, he uses his tracking Eye Beams, scorching the earth and trying to fry you.

Finally, he can sprout Tiki Imps, which are little Tiki dudes that chase you around.

If this sounds complex, don't worry—your strategy is simple. Run laps around the Tiki God to avoid his Ground Slam, Burrowing Hand Slam, and Eye Beams. Whenever he spins around and shows his alternate face (the one with the open mouth), run toward him and Spin Throw Cortex into his mouth.

Tiki Imps appear while Cortex shoots the Tiki God from inside. Spin-Attack the Tiki Imps and wait until Cortex gets spit out. Then grab Cortex and repeat this process. Toss Cortex into the Tiki God's mouth three times to defeat it.



When the open mouth appears, advance and Spin Throw Cortex into the mouth. Spin-Attack the Tiki Imps that run out at you.



Collect Cortex when he reappears. Run around some more, avoiding Hand Slams and Eye Beams.



Throw Cortex into the open mouth two more times to win. Cortex teleports off when you're victorious.



OFF TO THE ICEBERG LAB

Now you're free to advance—but you can also revisit earlier levels any time you want. See the tip for details.



TIP

If you run back to the farm where you Twin Slammed the Greedy Worms, then drop over a ledge, you're back at the beach you visited after Cavern Catastrophe. From there you can take a tunnel back to the very first level. Again, we don't recommend this for now; just be aware that you can go back for gems later.

Go to the cliff edge and hop down two levels. Jump out to some floating TNT crates, hop on them, and hop away as they detonate the nitro crates. This causes an iron crate to drop and exposes gem #6, below.



TIP

That was the sixth and last gem for NSanity Island. You now have all six gems for NSanity Island, Jungle Bungle, Cavern Catastrophe, and Totem Hokum. You're ready to move on to the next hub level!



Run down to the beach. Spin-Attack natives, collect the gem, and hop on a barrel that sits on TNT crates. When the barrel flies up, jump onto a pillar and collect goodies.



Run down the dock. Detonate TNT crates to make a path to an extra life. Hop into the boat to travel to the next level, Iceberg Lab.



THE ICEBERG LAB AND BEYOND

You cleaned house on NSanity Island, and now it's time to move on to new adventures. A swift boat ride brings you to Cortex's iceberg-based research lab and to a new host of obstacles. Don't worry, though. Your experiences on NSanity Island have prepared you well for this challenge.

ICEBERG LAB

The boat drops you off at the Iceberg Lab, a hub level that leads to several other ice-themed levels. Your time at Iceberg Lab is mainly spent traveling between other levels—but first we'll poke around outside, gathering gems to complete your collection.



You've arrived at frigid Iceberg Lab. Start moving up the slope. Cortex greets you with a short movie at the top.



TIP

If you want to ignore gems and get right to the next level, skip over the next few captions and head right for the cave leading to Ice Climb. Otherwise, continue reading.

When the movie's done, veer right and head across an icy pathway. Find a series of boxes stacked into the sky. Hop up from box to box, grab gem #1, and detonate some nearby Crash crates.



Return to the central area containing Cortex's lab. Explore some more, avoiding the icy cave entrance that leads to Ice Climb. Notice the impassable chasm; you simply can't cross it yet.



Look for a solitary iron trigger crate on a low area, near the impassable chasm. Spin-Attack it. You just filled in some crates below you.

Look over the edge of the iceberg. Nearby, you see a series of iron crates and iron spring crates; these are the crates you just filled in. Hop down to collect gem #2, and use the iron spring crates to get back up.



On the other edge of this same low area, look over the side. You see *another* set of iron crates and iron spring crates below.





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Hop onto the iron crates, grab gem #3, and use the iron spring crates to get back to the main level.



Back on the iceberg's main level, look for a ladder of iron spring crates grouped in fours. Jump on them to reach a higher level.

At the cliff's edge, a series of boxes flanked by nitro crates leads to gem #4. Hop down the middle path to collect it.



Get back to the main level and follow another path. Find a big cube of nitro crates with a gem inside and an iron spring crate above.



Nearby, hop over to some TNT crates, detonate them, and get back. The explosion drops a detonator crate; activate it. This drops the iron spring crate near the cube of nitro crates, allowing you to bounce inside and grab gem #5.



Go down a nearby path, near the wind turbines. Activate a detonator crate, then hop across the iron spring crates to collect gem #6.





You're done collecting gems for now. Get back to Cortex's lab, then look around for the ice cave entrance. Get inside the ice cave, and you're on your way to Ice Climb.

ICE CLIMB

As the level name suggests, you're in for a tough hike. Between the icicles, Ice Bats, and Rocket Penguins, you definitely have your hands full.

Enter a room with icy water and lots of little ice floats. Grab some extra lives from floats on each side, then cross the room. Watch out for Ice Bats.



TIP

When Ice Bats attack, stand still and wait for them to dive. Then Spin-Attack them into oblivion.



Break through some icicles and into a massive cavern with gears and machinery rising to the top. Move slowly toward an arch, letting icicles fall ahead of you.

Hop across some ice floats, avoiding the nitro crates. When you run into a cluster of vertical-flying Rocket Penguins, run in circles until they detonate. Then hop up a level, attract a fourth (horizontal-flying) Rocket Penguin, and back up to avoid it.



There's a clear gem (#1) on a small ice float nearby. Hop over and grab it.



TIP

Rocket Penguins attack vertically or horizontally. Vertical-attacking penguins fly into the sky and come straight down. To avoid them, just keep moving until they hit. It doesn't matter where you go. Horizontal-attacking penguins are deadlier; they home in on you and are very accurate. Get close enough to bait them, then run as far away as you can.



Hop across a series of small ice floats, Spin-Attacking icicles and Ice Bats when necessary. You soon reach a series of metal platforms; hop up.

CRASH TWIN SANITY

PRIMA OFFICIAL GAME GUIDE



Jump onto a giant gear and collect crates. Hop to another metal platform, and from there, onto an elevator.



TIP

The platforms on these elevators come and go. Watch them for a moment before getting onboard.

Up top, hop across a pair of metal platforms and onto another big gear. Spin-Attack a hovering camera along the way.



TIP

Cameras aren't very aggressive, but they can damage you. Spin-Attack to destroy them. Their lenses pop out farther than you might expect, so start your spin early.



Stick to the outside of the gear, avoiding the other cameras. Hop onto a metal walkway with another Rocket Penguin; bait him and run back to avoid him.

Jump to an adjacent walkway and use an iron spring crate to collect gem #2. Then ride an elevator up. At the top of the elevator, turn left. Gem #3 is sitting on a floating platform; jump over and grab it.



Hop to another walkway with more Rocket Penguins. Bait the penguins, avoid them, and move along to another giant gear.



Jump to another walkway and evade another Rocket Penguin. Then get on an elevator and ride up. Hop onto a metal platform.

You're at the top now. Jump across the platforms and into an ice tunnel.



ICE CLIMB



Use TNT crates to detonate the nitro crates on a couple of metal platforms in the tunnel. Take it slow. Hop forward, trigger the TNT crates, and hop back for the explosion.



Grab Cortex, move ahead, and throw him across another gap. Jump up to meet him as he blasts more penguins. Then Overhead Throw him over a tall glowing pipe, and crawl under it to join him.



Advance past a crate stack with an Aku Aku crate (be careful; there are nitro crates too) and hop on a TNT crate to destroy more nitro crates. Hop across the newly cleared metal platform.

Take Cortex up a ramp, smacking a camera along the way, and hop onto a big gear. Notice gem #4; Overhead Throw Cortex up so he hits the gem. It may take a few throws.



A movie plays as you exit the tunnel; when it's done, you've got Cortex. Overhead Throw Cortex ahead and hop across the glowing pipes. Be careful; there are holes on either side of the pipes.



Hop onto a metal walkway with a Rocket Penguin. Toss Cortex and vault over the penguin's attack. Farther down the walkway, toss Cortex across the gap and let him extend a bridge for you.



Toss Cortex ahead again; let him blast some Rocket Penguins. Collect an extra life from a precipice. Then toss Cortex across a gap and let him throw a switch to raise a bridge.



Before crossing the bridge, turn around and see the gem on the platform behind you. Grab Cortex and throw him onto gem #5 to collect it.

CRASH TWIN SANITY

PRIMA OFFICIAL GAME GUIDE



Cross the bridge, get Cortex, and go up an elevator. Overhead Throw Cortex through an ice window to break it open, then follow him.



Jump across the platforms, being extra careful to avoid the nitro crates on the last couple of platforms. Hop across a gear to rejoin Cortex.

Hop onto a gear, avoiding the nitro crates in the middle (and swatting Ice Bats, if they approach). Hop off on the other side, toss Cortex ahead as you jump a few gaps, and crawl under a pipe.



Overhead Throw Cortex through an ice window and jump after him. Take him down a corridor to yet another ice window and throw him through that. A movie plays, introducing the Uka Uka boss.



Past the pipe, look for some outline crates with gem #6 above them. Overhead Throw or Spin Throw Cortex so that he smacks the iron trigger crate; this fills in the outline crates and creates a path to the gem.



Look for a line of switches. Toss Cortex over to the switches. He runs down the line, throwing them all and raising a series of platforms.



BOSS FIGHT: UKA UKA ICE MONSTER

The Uka Uka Mask has been trapped in this ice cave for a long time, and he's pretty ticked off. He forms himself into a giant Ice Monster and starts to attack. Check out the sidebar for tips on defeating him.

UKA UKA ICE MONSTER

The Uka Uka Ice Monster has two main attacks. It throws snowballs, and it fires a trail of tracking ice spikes that stick around for a few moments. The spikes can either hit you when they first appear or cause problems by briefly trapping you.

There are three floating platforms hovering around the central ring with the Ice Monster. Each platform has a switch. Throw Cortex onto a platform, and he triggers the switch, revealing a big button in the center of the ring. Hop onto this button—while the Ice Monster is standing on a gray circle—and the circle opens to reveal a fire vent, roasting him. Repeat this tactic three times (once for each switch platform) to beat the Ice Monster. (Obviously, Crash should avoid standing on open fire vents.)

The Ice Monster's snowballs are easy to avoid; just keep moving. Stay as far away as possible to avoid the ice spikes. You're much faster without Cortex, so throw him onto each switch platform quickly, instead of dragging him around for a long time. Do that, and you can easily toast the Ice Monster.



Hop on the button while the Ice Monster is standing on one of the six circular grates. Flames shoot out to cook the Ice Monster.



Repeat this process with the other two switches, tossing Cortex to his destination as quickly as possible and avoiding snowballs and ice shards.

After the third roasting, the Ice Monster crumples, and Cortex teleports away. Hop up a new set of platforms and follow the walkway through a tunnel. Use detonator crates and various platforms to make your way through the tunnel.



Grab Cortex and immediately toss him to a switch platform. He throws the switch and reveals the button in the center of the arena.

ICEBERG LAB REVISITED

You now make another brief appearance outdoors, in the Iceberg Lab level. This time, you even get to see the interior of Cortex's bizarre laboratory.



You emerge across from Cortex's lab. Start jumping toward it.



TIP

Square platforms are safe. Circular platforms that move sideways are a little tricky to jump onto, but their patterns never change. Just study them. The most dangerous platforms are the circular ones that bob up and down. They drop an instant after you land on them, so keep moving.



When you reach the lab, run through the doors. A movie plays.

When the movie's done, you rejoin Cortex. Several waves of Lancer Drones start to beam into the lab. Defeat all of these ants.



TIP

Toss Cortex behind the ants, and he blasts them for a few seconds. Keep repeating this to dispatch the ants easily.

When the last ant is destroyed, another movie plays. Cortex disappears through a door and urges you to follow him to the Psychotron. Follow Cortex through the door with the blinking red light.



Take the elevator to a lower level. Enter the door, and you emerge in the Psychotron. Another movie plays.

When the movie's done, run across the Psychotron room, out the door on the other side, and turn left. Get on the metal disk.





The metal disk flies you up to an ice cave. Get in the cave and run through the tunnel.

The tunnel contains several nitro crate traps. To defeat each trap, hop on a TNT crate and back off while it triggers the nitro crate. Then proceed.



SLIPSLIDE ICECAPADES

The tunnel leads to a big chamber. Run inside to trigger a movie that leads into Slipslide Icecapades, a fast-paced level in which Crash uses Cortex as a snowboard.



HUMILISKATE

Here are a few tips for getting the most out of your Cortex-boarding experience.

The controls are intuitive. The jump button still jumps, although you can't get very high unless you're flying off a ramp. Hold down the crouch button to hunker down and get a speed boost. Push forward to speed up and pull back to slow down a bit. Jumping while pulling back slows you down even more.

When jumping off a ramp, press the button a split second earlier than you think you should. If you aren't getting enough air, you're probably jumping too late.

Most of the time you don't want to speed up; things go pretty quickly.

Look for big green targets. Hit either side of the target (not the center) to make it spin; this raises a ramp ahead. If you miss the target, the ramp stays down and you probably can't make the jump.

This level goes quickly, so be prepared to try it a few times to master it.



Slalom down the track, breaking crates for goodies. Slide onto a rail to grind down it, picking up Wumpa fruit along the way.



Just past the rail, veer left onto a tall ramp. Jump through some pipes at the ramp's end to collect gem #1.



Slide down toward a big green target. Smack one side of it to raise a ramp ahead.



An electrified fence appears ahead. There's a gap to the middle right. Veer through it, then veer left to avoid another fence.

Jump the ramp and veer left to avoid a hole with machinery sticking out of it. Time your slide through a rotating gear and immediately veer right.



Angle right and slide along the high ramp. When you drop down, avoid a set of falling icicles and smack another green target.



Follow the high ramp on the right. Jump through some pipes for an extra life.



Jump the ramp you just raised. You must approach it straight, or you'll get snagged on the pipes to either side.



Weave through a series of spiky mines. Several Rocket Penguins blast off in front of you, but they don't touch you. Ignore them and concentrate on the mines.

Slide into a tall building. Watch the movie as you pass through.





When you emerge, Rocket Penguins are chasing you. Hold down the crouch button to gain speed, and try to stick to the center of the path.

When the penguins explode, immediately let up on the crouch button and be sure you're at the center of the path. A rail appears. If you're properly centered, you'll grind it, picking up a power crystal along the way.



More penguins appear. Drop into a crouch again and stick to the center. Eventually, you outrun them and drop into a chasm.



Weave through a few spiky mines. When a circular tunnel appears on the right, hop into it to collect gem #2.

A rail appears ahead. Slide onto it as fast as possible and grind it; you'll automatically hit a green target and fly off the other end.



Up ahead, jump a ramp and hit another target in midair. This is a tricky one.



TIP

Even if you fail to hit the midair target, you can still make the next jump. Instead of aiming for the center ramp (which isn't raised), veer right and avoid the gap.



Jump the ramp that the target raises, and coast in to watch another brief movie.





When the game resumes, veer left and slide up a tall ramp. Jump through the pipes to collect gem #3.



If possible, quickly steer into a tunnel to the right to collect some loot.

If you hit the target, a ramp pops up in front of a gear. Time your approach so you jump the ramp over a low point in the gear. You collect gem #4 if you fly high enough.

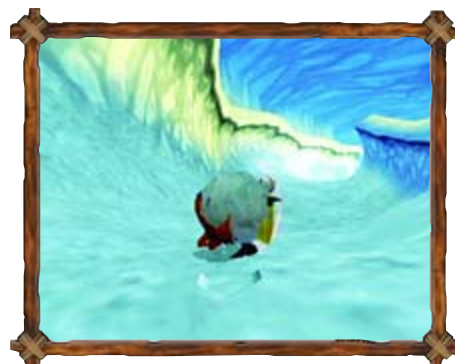


Weave through some mines and veer right, sticking to the high ground. A rail appears; grind it to the end to collect gem #5.

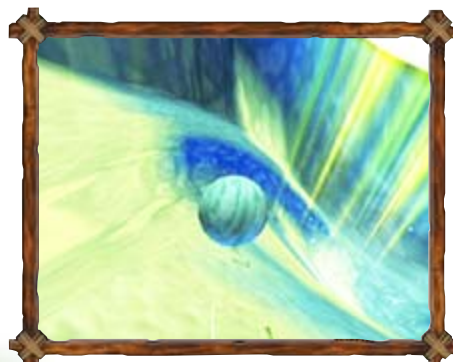
Approach a moving wall of ice. Aim for one of the lowest ice chunks and vault over it.



You hit a checkpoint and suddenly become a snowball. Slow down a bit as you roll.



Dodge icicles. Veer right and stick to the high ground. As you come off a ledge, jump to hit a green target.



Roll at a moderate pace. Don't worry about the falling icicles.



Veer right to avoid a chasm, then get to the center. Roll along a couple pipes to collect gem #6, then roll across a central ledge to complete the level.

ON THE WAY TO NGIN

Now it's time to make your way toward High Seas Hijinks, and a showdown with the twisted shipmaster known as Ngin. First, you have to make it past some slippery ice.



TIP

If you veer left and enter a snow cave, a tunnel leads back to the main part of Iceberg Lab. (You must avoid Ice Bats, detonate TNT crates, and leap across a series of platforms along the way.)

At the other end, you'll notice that some bobbing platforms have appeared. These give you access to the part of Iceberg Lab you've already explored.



As usual, we don't recommend doing this now. But it's good to know it's there if you want to revisit Iceberg Lab.



Approach Ngin's ship. Hop into a square of nitro crates to collect goodies—or avoid it altogether. Beware the slippery ice.

Walk *slowly* across the slippery ice, collecting extra lives along the way. Don't run or you'll slide into some nitro crates. Constantly raise the camera so you have a good perspective.



HIGH SEAS HIJINKS

Now that you've reached Ngin's ship, it's time to locate the captain himself and give him a sound beating. But you have to master a series of tricky obstacles first.



Get aboard the ship. Activate a detonator crate to clear a path.

The next room contains a line of tilting pistons, with Rhino Pirates swinging back and forth across them. Before crossing the pistons, hop to your left and collect gem #1.



CRASH TWIN SANITY

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Return to the line of pistons. Hop halfway across, then leap onto a pipe leading to the right.



TIP

Constantly run to stay on the top part of the pistons. Don't allow yourself to slide off. Also, try to avoid the Rhino Pirates.



Follow the pipe, activate a detonator crate, and jump to collect some extra lives.



In the next room, NGin appears briefly in a movie. Jump across another line of pistons when the movie ends.



At the end of the piston line, notice the Rhino Pirate throwing barrels. Watch where the barrels fall, and head up to the rhino, standing only in the safe spots.



Slip around the rhino (don't get too close, or he'll smack you). Walk along a short plank, and some rocket-propelled platforms pop up. Hop across them to the side wall.

Run along the upper level of the side wall, Spin-Attacking Loboto Mice. Jump onto a platform with a detonator crate, and activate the crate to trigger some nitro crates along the back wall.



Jump onto some iron spring crates on the back wall, collect gem #2, and double jump onto a platform. Double jump and Spin-Attack to trigger a midair detonator crate, and bounce to another platform.





Now you're on the other side wall. Walk along the top part, Spin-Attacking Loboto Mice. Move slowly to avoid a volley of rockets.

Move along to the next room. Spin-Attack a thing that looks like a punching bag, and hop onto the platform as it swings around.



Get off the platform when it stops. Move forward and do the punching-bag trick again. When you reach the far wall, turn around and collect gem #3.



In the next room, get on a platform, ride it down, and hop off. You're now facing a long room filled with water. Three big metal brackets dip in and out of the water.

CROSSING THE WATERY ROOM

This is a tricky room. If you're not interested in the gem, you can skip the next few steps and just cross straight to the other side. But even if you ignore the gem, you've got to make a few difficult jumps.

The toughest part is staying on the rotating brackets. Before jumping on them, wait until they present a level surface you can run on.

As the bracket rotates, you must keep jumping onto whichever part is nearest the top.

There are motionless metal platforms between each bracket. Jump there for safety, and plan your next move before getting back on the moving parts.

Expect to try this part a few times; it's tough.



Jump on the first bracket as it points left. Hop to stay atop it as it rises, then double jump to a platform to the left.



CRASH TWIN SANITY

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Spin-Attack the detonator crate on the platform and look back toward the bracket. When the bracket presents a level surface you can stand on, jump back onto it.

Get onto the safe spot between the first and second brackets. When you're ready, hop back onto the first bracket, ride it up, and double jump onto a raised platform to the right. Activate another detonator crate.



Hop back and rest on the motionless part between the first and second brackets. Then ride up the second bracket, cross to the far end, and hop onto the floating iron spring crates to the right.



Bounce up the iron spring crates and activate a detonator crate. Then jump back to the bracket. Rest on the platform between the second and third brackets.

Ride up the third bracket and hop onto a platform to the left. Bounce on an iron spring crate to grab gem #4.



Leap back and rest between the second and third brackets. When you're ready, get back on the third bracket, cross to the far end, and leap onto an elevator platform. Ride it up and out of the room.





The next room features a set of rocket platforms. Leap across these platforms to reach the left wall.



Move forward onto another platform. It slides out toward NGin's arena.

At the left wall, go up a lift. Find a series of platforms and jump across them to the right wall, Spin-Attacking a detonator crate along the way.



TIP

There are two sets of platforms leading to the right wall; use either one.



Collect gem #5 on the upper half of the right wall. Then jump back along the platforms you came by.

Hop to the far wall. At an elevator shaft, double jump onto an elevator platform. At the top, another double jump gets you off the platform.



BOSS FIGHT: NGIN

NGin has a bad temper and an affinity for high explosives—but fortunately, he's not the brightest fellow on the high seas. Your task is to make him defeat himself.

NGIN

NGin has two attacks: missiles and TNT crates. NGin fires three volleys of missiles at a time; avoid these by constantly running circles around him. When the missiles end, NGin pauses for a moment and throws a TNT crate.

Three struts hold up the central platform (called a crow's nest) where NGin stands. If you stand next to one of the struts while NGin throws his TNT crate, the crate will destroy the strut when it explodes. Destroy all three struts this way, and NGin falls to his doom.



Run circles around NGin while he fires his missiles. He fires three volleys of missiles before pausing for a rest.





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Stand near a strut when the missiles stop. NGin throws a TNT crate; move aside. When the crate detonates, the strut is blown up too.



Start running toward the camera, hopping over iron crates. Stick to the center of the hallway as much as possible.

Repeat this tactic for the other two struts. When all three struts are destroyed, a movie plays, and NGin is defeated.

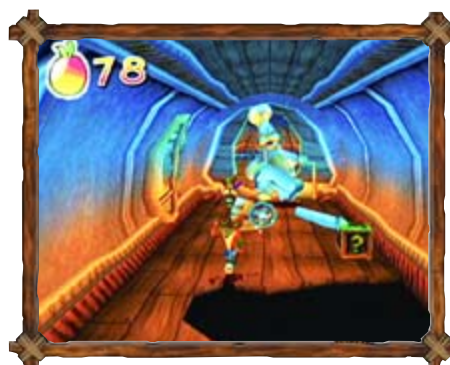


TIP

There are extra lives scattered to the sides of the hall. Remember their locations and collect them on the next try if you fail. Otherwise, just stick to the center of the hall and avoid the edges as much as possible. You avoid lots of obstacles just by staying in the middle.

INTO THE SHIP'S HOLD

Crash is dropped into the guts of the ship, where Rusty Walrus (apparently the ship's chef) chases him toward the camera. This is the last major section of High Seas Hijinks.



When one side of the floor is broken, jump across it. This is faster than running around it.

Flame jets are the one obstacle you can't jump. When you see the flames, immediately start dodging. Hop over everything else.



INTO THE SHIP'S HOLD



Gem #6 is about halfway down the first corridor. Veer right to collect it.



There are more double gaps down here too. Be prepared to jump a second gap after clearing the first one.



Jump more gaps and avoid more flames. Nitro crates start appearing to the sides; avoid them by sticking to the center.

Eventually, you reach the end of this hallway. A movie plays, and you enter the Henchmania boss fight.



Eventually, you drop into a lower hallway. Start running toward the camera again; Rusty Walrus appears momentarily.



This lower hallway features more jumps and more nitro crates. You have to hop over at least one set of nitro crates, even if you stick to the middle.





BOSS FIGHT: HENCHMANIA

This battle pits you against NBrio and NTropy, two bosses with very different attack styles. Check out the sidebar for tips on dealing with them.

NBrio AND NTropy

NBrio and NTropy are very different creatures. NBrio assumes monster form at the beginning of the fight and does his best to squash you. NTropy's trick is to smash up the ice float, trying to sink you.

Defeating these goons is not that tough. First, whenever NBrio appears, he bounces around and tries to crush you. Just run loops around the ice float to avoid him.

NBrio eventually disappears, and NTropy shows up. He smacks the ice and divides it into multiple chunks. Hop around the outer ring of ice chunks (keep moving; the chunks sink), then move to the inner ring. When NTropy's force field drops, jump in and Spin-Attack him to knock him down.

That's the plan. Repeat it three times; you win the battle when you've spun NTropy for the third time.



Run around, avoiding NBrio as he hops on the ice. Eventually, he disappears, and NTropy takes his place. Stand near (but not on) one of the cracks at the edge of the ice float.



NTropy splits the ice into many pieces. Notice his force field.

Start hopping from ice chunk to ice chunk because the chunks sink a second or two after you land on one. Stay on the outer chunks at first.



When most of the outer chunks have sunk, hop to the inner ones.



NTropy's force field drops. Leap onto the ice next to him and Spin-Attack him. He collapses in a heap.

TO THE AIRSHIP



The ice float reforms, and you start over again with NBrio bouncing around. Repeat the same strategy twice more; you win the battle after Spin-Attacking NTropy the third time.

TO THE AIRSHIP

After a movie plays, you're returned to the main part of Iceberg Lab.



Run up the slope to the central lab structure.

Look for an elevator platform on the ground, slightly to your left. Hop on and ride it up.



Upstairs, run through the doors and into the Psychotron. A movie plays.



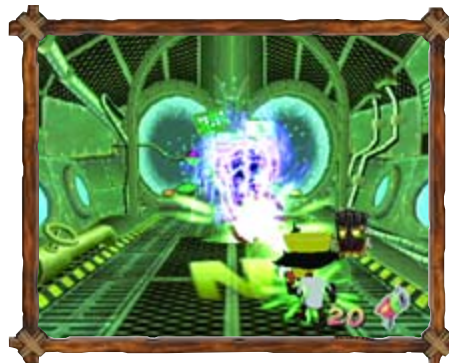
Follow Cortex back outside. Up ahead, see the airship.



Hop across the platforms to the airship. Beware the motionless circular platforms; they fall a second after you touch them.



After a brief movie, you assume control of Cortex inside the airship. Blast the ants that teleport into the room.



Grab ammo from a box on the floor and deal with a couple more waves of ants. When you've gunned down the last one, you advance to the Academy of Evil.





PRIMA OFFICIAL GAME GUIDE

DOWN AND OUT IN THE ACADEMY OF EVIL

You've touched down at the Academy of Evil, a fine institution where brilliant young minds are carefully twisted and warped.

Academy of Evil is the hub level from which you can access several mayhem-filled sublevels. As always, read on for the fast track through these levels.

ACADEMY OF EVIL

As the level begins, you may be tempted to follow Cortex straight down the hidden staircase. That would take you to Boiler Room Doom. While that's fine, we recommend exploring the grounds first and collecting gems along the way. You *do* like gems, don't you?



Climb a short flight of steps (not the taller, curving one) to a landing. Notice the clear gem atop the TNT and nitro crates.

Nearby on the landing is a soccer ball. Spin-Attack it into a solid wall of nitro crates, revealing a detonator crate. Trigger the detonator crate to free up gem #1, then collect it.



TIP

Alternate strategy: You can also Knee Slide the soccer ball into the nitro crate beneath the gem itself, detonating it and freeing the gem.



Find a tall, curving staircase and climb it to a high balcony. Go to the other end, look down, and drop to a lower balcony. Detonate a nitro-and-TNT-crate wall to grab gem #2.

Look for outline crates and a pink gem in the air. Nearby, along a wall, find a stack of nitro crates with a trigger crate on top. Roll a soccer ball into the nitro crates to activate the trigger crate, filling in the outline crates.



TIP

There are soccer balls all over this area. Any time you want to destroy something with a ball, just look for the ball that's closest to the target.



Go to the filled-in crates, which unfortunately include some deadly nitro crates. Find a soccer ball and Knee Slide it into the nitro crates, blowing them up. Hop up the crates to collect the pink gem (#3).



There's a yellow gem in the air near the car. Knee Slide a soccer ball into a crate stack near the gate to fill in the iron crates beneath the gem.



Go through an archway to a small courtyard. Knee Slide a soccer ball into a stack of nitro crates with a trigger crate; this fills in some iron spring crates.

Unfortunately, you can't actually grab that last gem yet. You need to use a big lift to get up there, and the lift doesn't work yet. So for now, return to the central fountain. Go down the stairs that Cortex fell down earlier.



Activate a detonator crate, then hop up the iron spring crates to collect gem #4.



Go back to the main courtyard, by the parked car. Roll a soccer ball into a crate stack by the car. This fills in an iron spring crate above the car. Hop on it to grab gem #5.





BOILER ROOM DOOM

Follow Cortex down the not-so-secret stairwell in the central fountain. At the bottom, a corridor leads to Boiler Room Doom.

This is a fun level. Cortex is stuffed in a barrel through most of it, and you need to roll him around to complete various objectives.



Proceed down the hall. When you find Cortex, grab him and look right. Toss him to a platform, activating a trigger crate.

The trigger crate fills in blocks *below* the platform you're standing on. Peer down, find the blocks, and drop down there to collect goodies—including gem #1.

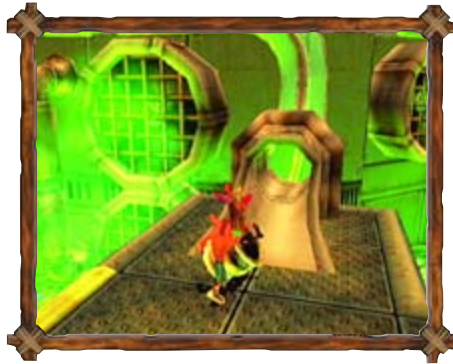


Get back up and grab Cortex again. Overhead Throw him into the machine with the funnel on top; he comes out in a barrel.



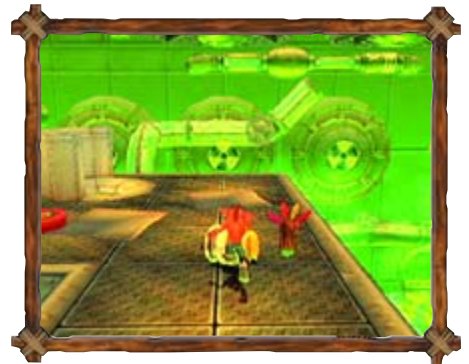
TIP

Be careful with the Cortex barrel. While you can normally throw Cortex into deadly situations and have him teleport back unharmed, he is helpless while in barrel form. Dropping the barrel into the slime makes you lose a life.



Roll the Cortex barrel into a nearby opening. The barrel shoots through clear tubes and ejects on another platform, extending a bridge for you to cross.

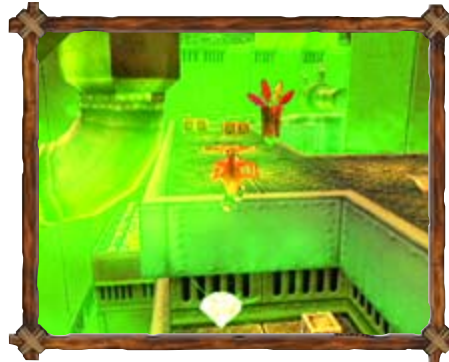
Push the Cortex barrel along until you find a drain with a button nearby. Place the barrel on the drain and hop on the button to flush Cortex.



BOILER ROOM DOOM



Hop along the series of platforms that spring up.



After flushing Cortex, look for gem #2 on a platform slightly below the one you're standing on. Then follow the row of platforms that appears nearby.



Gather the Cortex barrel and carefully push it through obstacles, including pistons and some nitro crates.

Roll Cortex into a device that extracts him from the barrel. Then grab him and Overhead Throw him across a gap. He activates a switch that extends a bridge.



Roll the Cortex barrel onto another drain—but before pushing the button, Spin-Attack a blue valve wheel nearby. Only press the button after spinning that wheel.



Grab Cortex and lead him through a passage. Smack the Furnace Beetle that tries to attack you.



TIP

Spin-Attack the blue valve wheels to fill in sections of pipe. If you flush Cortex without spinning all the blue valve wheels for a particular pipe, there will be a gap in the pipe—and he'll fall through that gap into the slime.



TIP

To destroy Furnace Beetles, Spin-Attack them first. Then, while they're upside-down, Twin Slam them to flatten them.





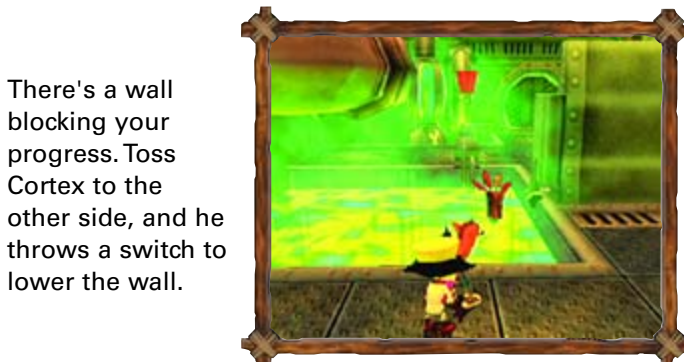
You emerge in a central boiler chamber. Hop across a couple of rotors to another large platform.



Notice gem #4 on the distant platform. Toss Cortex over there to collect it.



Spin Throw Cortex to throw him onto a distant ledge, hitting gem #3.



There's a wall blocking your progress. Toss Cortex to the other side, and he throws a switch to lower the wall.

Cruise through a tunnel, avoiding flame jets. Spin-Attack a blue valve wheel to drop a wall. Keep going, avoiding more flame jets.



Proceed through more tunnels, avoiding flames and critters, and enter the central boiler again. Hop across rotors to another platform.

Toss Cortex across another gap to extend a bridge. Gather him again and walk up along a green pipe.



When you reach a machine to again put Cortex in a barrel, do it. Roll him into a nearby tube to extend a bridge. Cross the bridge.



BOILER ROOM DOOM



The Cortex barrel is waiting to be flushed—but hold on. Before pressing the button, you must Spin-Attack *four* blue valve wheels in this room.



A platform dips down. Ride it up and locate the fourth blue wheel. Take a moving platform that leads to it, and Spin-Attack it. Now all four wheels are spun.

Hop a gap to Spin-Attack the first blue wheel, then cross a couple of spiked platforms to reach two more. Time your jumps to avoid the spiked side.



Hop back toward the Cortex barrel, keeping your eyes open. Notice gem #5 on a slightly lower level than the Cortex barrel. Grab it.



OK, now you can press the big red button. Watch Cortex flush through the clear tubes, then hop down the platforms that lead to the next room.



Roll the Cortex barrel into the next room and onto another drain. But once again, *don't push that button*. You must first Spin-Attack *eight* blue valve wheels in this room.





Spin-Attack the wheel (1) right next to the drain. Then jump on a moving platform and ride up. Spin-Attack two wheels (2, 3) at the top.



Hop off on the other side. Take a left, cross a spiked platform (avoid the spikes), and Spin-Attack another wheel (4).

Hop back and get onto a long section with a rising platform at each end. Take both platforms up and Spin-Attack the wheels (5, 6) you find there.



Find another rising platform that goes to an even higher level. Spin-Attack a wheel (7) up there and hop across a short gap to a small platform with the last wheel (8).

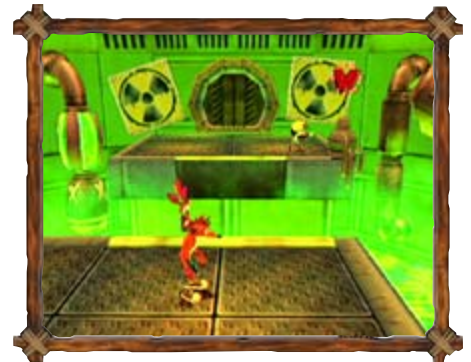


Instead of backtracking to the Cortex barrel, keep going forward. Hop over two spiked platforms and collect gem #6 on the side wall.

Now you're finally ready to press that red button. Hop on it and watch the Cortex barrel work its magic.



Platforms appear, leading out of the room. Take them. Roll Cortex ahead and into an extracting machine. When he comes out as his usual self, toss him across a gap to make him extend a bridge.



Move ahead, avoiding flame vents, and you emerge at the Dingodile boss fight.

BOSS FIGHT: DINGODILE

Dingodile is the most durable and difficult boss you've squared off with so far. The sheer length of the battle and his many moves are likely to wear you out—so read up on his tricks before jumping into the ring. The sidebar gives you an overview of the fight.

DINGODILE

Dingodile wields a flamethrower, which has several attack modes. On defense, he's protected by a ring of flames, and you can't attack him until it's been doused. Worse, it takes four hits to finish him off. His attack modes include:

- **Fireballs:** Dingodile shoots fireballs at Crash. Keep running in one direction to avoid them.
- **Flame Strike:** After "powering up" for several seconds (look for the sparks), Dingodile releases a low, straight-shooting flame.
- **Low Beam:** Dingodile holds the flamethrower low and sweeps it around. Crash can jump over this attack.
- **High Beam:** Dingodile holds the flamethrower high and sweeps it around. Crash can duck under this attack.
- **Full Beam:** The flamethrower shoots a full blast that cannot be jumped or ducked. Crash must run away from this.
- **Alternating High-Low Beam:** Dingodile sweeps the flamethrower around, switching from high to low beam. Jump or duck, depending on the height when it reaches you.

How can you defeat Dingodile? While he powers up for his Flame Strike, stand by one of the tombstone-shaped posts. Move aside when he starts the attack. The attack hits the post, and a button appears. Body Slam the button to douse Dingodile's protective flames. Then go Spin-Attack him. Dingodile collapses when you've spun him four times.

Dingodile always uses his attacks in a certain order. There are four "rounds" to the fight, and knowing what he'll do in each round is crucial. We'll explain each round in detail. This is a tough fight. Be prepared to spend some time here.



Run to avoid Dingodile's Fireball attack. Then stand in front of a post while he charges up his Flame Strike.

Dodge the strike. It hits the post, and a red button appears. Body Slam the button, then go Spin-Attack Dingodile. That's the end of round one.



TIP

If you fail to knock down Dingodile in a particular round, that round just gets repeated until you succeed.

Dingodile starts round two by sweeping a Low Beam in circles. Double jump over the beam each time it arrives—or stand on a post. Next, Dingodile switches to a High Beam. Just crouch and stay down to avoid it.



CRASH TWIN SANITY

PRIMA OFFICIAL GAME GUIDE

TIP

Here's a dirty trick that helps you win the fight. Instead of dodging, stand on the tombstone-shaped posts. Low attacks will miss you, and you can double jump over high attacks. Feel free to stand on posts during Dingodile's Low Beam and his alternating High-Low Beam. Don't bother using this technique against High Beam (just duck) or Full Beam (just run).



Next comes the Flame Strike, so stand near the post. Slam the red button when it appears, and knock Dingodile down to end round two.

Dingodile starts round three by sweeping a Low Beam back and forth (*not* in circles). Double jump to avoid each pass—or stand on a post to avoid the while thing.



Next, Dingodile switches to a Full Beam; run to avoid it. A Flame Strike comes after the Full Beam. Stand near the post, Body Slam the button when it appears, and Spin-Attack Dingodile to end round three.



TIP

When avoiding a Full Beam, run near the middle of the platform. If you stay near the edge, you won't go fast enough. And if you get too close to the center, Dingodile's protective flame ring will burn you.

Dingodile starts round four with an Alternating High-Low Beam. If you choose to stay on the ground, run away from it to buy time, then either double jump or slide toward it, depending on its height. It's easiest to pick one move (jump or duck) and use only that move to dodge the beam. By running away most of the time, you can time it so you only have to deal with either the High or Low Beam.



TIP

Remember the tip about standing on the posts! If you're having trouble avoiding the High-Low Beam, try standing on a post to avoid it. Remember to double jump each time the flame comes, so you avoid the beam when it's high.





Dingodile now switches to a Full Beam; run away. Eventually, he turns and adjusts his aim with the Full Beam, so be prepared to change the direction you're running. Then avoid a set of

Fireballs. Finally comes the Flame Strike. Spin-Attack Dingodile to end round four, and complete this epic fight.

CRASH CLASSROOM CHAOS

After smacking Dingodile around, follow a tunnel to a lift and exit the basement. You emerge next to a door that leads to Classroom Chaos. Go ahead and run inside.

Classroom Chaos actually takes place in two parts. In this first part you control Crash; in the second part you control Cortex.

This level features the same "lookout" mechanism that you saw with the watchtower guards in Totem Hukum. This time, your enemies are ghoulish Hall Monitors, but the same tactics apply here. Hide while they're alert, and run while they're not.

Cruise down the halls. Spin-Attack a detonator crate to collapse a bookshelf, and use it to hop across a slime pool.



Keep moving and collecting. When a movie shows a Hall Monitor, run ahead to the first of the marked hiding spots (look for the gleam) behind a bookshelf.



Study the Hall Monitor's flashlight pattern. Each time he puts the flashlight away, advance to the next hiding spot.



Finally, run out and Spin-Attack the detonator crate to blow him up.

Hop across a slime pool, bouncing off two collapsing floor sections.



Enter a room filled with a grid of collapsing floor sections. Jump quickly. First go left to collect gem #1, then hop over to the far door and exit the room.



CRASH TWIN SANITY

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Now you're in another hallway with a Hall Monitor; run from hiding place to hiding place when the flashlight is off. You must *crouch* behind the smaller obstacles to stay hidden.



Enter another hallway with a Hall Monitor. As before, run from one cover spot to the next when the flashlight is off. Crouch behind the smaller obstacles.



Blow up the Hall Monitor and run into a small courtyard. Spin-Attack the vicious Guard Dogs out here.



Detonate the Hall Monitor and keep moving. When you see a world crate ahead, take a deep breath and make sure your hands are dry—there's a tough sequence coming up.

Spin-Attack a trigger crate to fill in some iron spring crates, and bounce up to collect gem #2.



TIP

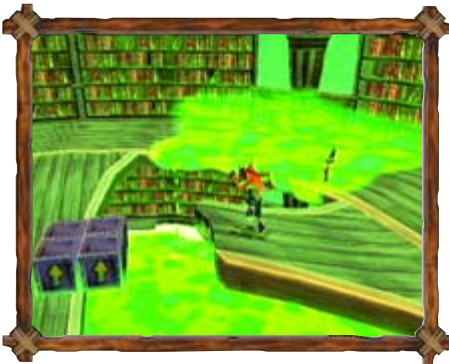
In this next area, a tall library slowly fills with slime. You must keep moving upward to stay alive. You get a break only when you reach the top and exit the library.



Reenter the hallways. Move ahead, collecting loot. Detonate another bookshelf to hop over a slime pool.

Run up a long ramp to the next floor. Hop across a gap, bouncing on floating crates. Spin-Attack any ZomBots that get in your way.



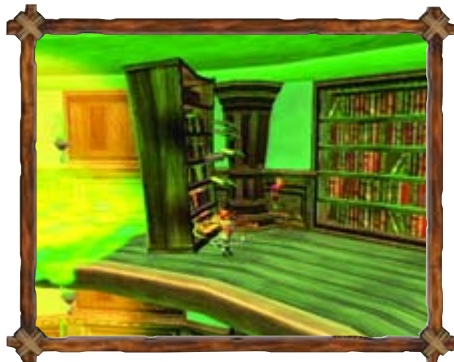


Hop across a few iron spring crates to ascend to the next level. Spin-Attack more ZomBots as you run.



Spin-Attack a trigger crate to fill in iron spring crates. Take the iron spring crates up to the next level.

Spin-Attack a bookcase to collapse it. Run across it and keep going.



A section of floor collapses as you run across it. Double jump to avoid falling, but watch out for some inconvenient nitro crates ahead.



Hop across a gap, bouncing off crates. Avoid the nitro crates in the middle. Jump right from the wooden crates onto the iron spring crates leading up to the next level.

Hop another gap, bouncing on wooden crates and avoiding the middle row of nitro crates.





PRIMA OFFICIAL GAME GUIDE



Hop across the wooden crates, onto some iron crates, then onto some iron spring crates to reach the next level.



Spin-Attack a trigger crate to fill in iron crates leading to the next level. Jump up the crates.

Spin-Attack another bookcase and cross it. Hop another gap, using wooden crates, and take the iron spring crates to the next level. Beware: The floor collapses as you reach the iron spring crates, so jump quickly.



Upstairs, hop over more collapsing floors, collecting gem #3 along the way. Duck through a doorway to exit the library.



Spin-Attack a detonator crate to collapse another bookcase; cross it. Hop another gap, avoiding nitro crates both underfoot and on the other side. Spin-Attack a detonator crate next to the nitro crates.



Hop across a slime pool and approach a dark room with collapsing floor sections. Take a good look before entering.



TIP

You must Spin-Attack that detonator crate to clear the iron crates ahead.

Jump ahead, then right, then ahead to the iron platform with the detonator crate. Spin-Attack the crate and rest for a moment.





Jump back the way you came, then across to the left side of the room, then forward and through the doorway. You collect a power crystal along the way.

CORTEX CLASSROOM CHAOS

At this point, you switch to controlling Cortex. This is a new experience. Cortex isn't a very good jumper, but he does have a blaster pistol. Using the weapon properly is his key to success.

Since this is technically still Classroom Chaos, you only need three more gems to complete this level's gem collection.

Gun down a few ZomBots and collect ammo from a box. When you're ready, run out into a corridor and blast a couple reinforced wooden crates.



TIP

If you stick around a while before leaving the first room, the ammo box reappears, and you can stock up. Restocking ammo makes things easier later on.



A swarm of insects chases you as you run toward the camera. Stick to the center of the hall. Periodically fire two shots ahead of you. This clears boxes and ZomBots in your immediate path.



Keep running and avoid shooting nitro crates. Don't fire constantly; two shots are usually enough to clear anything in your path.

TNT crates are a danger because they look like simple wooden crates at first. Shoot them from a distance (before they even appear onscreen) or simply avoid them. When in doubt, hold off a half second before shooting a crate.



You emerge in a classroom packed with Frog N. Steins. Collect ammo from boxes at the room's sides while shooting these obnoxious frogs. When you've shot a bunch of them, the door on the other side opens.



TIP

Remember, ammo boxes reappear if you stick around long enough. Don't be afraid to stock up.



Move to a hallway with a slime pool. Shoot a TNT crate in the middle of the pool, then shoot a magnet to pull a metal raft toward you.

Jump on the raft and shoot another magnet to pull yourself across the pool, grabbing gem #4 along the way. Shoot ZomBots on the other side.



A robotic janitor blocks your path. Shoot a school bell to make students rush out the door, flattening the janitor and clearing your path.

Keep moving, destroying ZomBots and explosive crates. Cross another slime pool on a metal raft, making sure to destroy the TNT crates on the other side *from a distance*.



Shoot another bell to flatten a robotic janitor, and keep moving.



Blast nitro crates and hop across a broken section of floor to collect gem #5.



Jump onto the hovering floor section. It blasts up, taking you to a higher level.

Cross another slime pool, using magnets and a metal raft. Beyond it is another Frog N. Stein classroom. Gun down frogs and collect ammo.



Blast ZomBots near a world crate. Prepare yourself for another sequence of running toward the camera while being chased by insects.



Start running toward the camera. Blast a couple of ZomBots and reinforced wooden crates; avoid shooting nitro crates.



Again, stick to the center. Most of the nitro, TNT, and iron crates are off to the sides. Blast anything that gets in your way.



Your worst obstacle is some TNT crates that stick out into the center of the hall. Don't mistakenly shoot these; dodge them or hop over them.





PRIMA OFFICIAL GAME GUIDE



When the bugs disappear, you encounter another Frog N. Stein classroom. Blast those frogs.

Ring another bell to flatten a janitor. Then blast some TNT crates and ring another bell to dispatch a second janitor (wait until he's in front of the door). Collect gem #6 as you run down the hall.



Up ahead, grab a power crystal and enter Nina's room. You now switch to Rooftop Rampage.

ROOFTOP RAMPAGE

You control Nina Cortex in this level. She can't double jump, but she does have bionic arms that act as grappling hooks, allowing her to swing from obstacles. Mastering her grappling ability is the key to completing the level.

Hop across a couple of rooftops, avoiding mice and explosives. When green targets appear, use Nina's robotic arms to swing across gaps.



TIP

You generally don't need to steer Nina while she's grappling. Just tap the button, and she flies toward her destination.



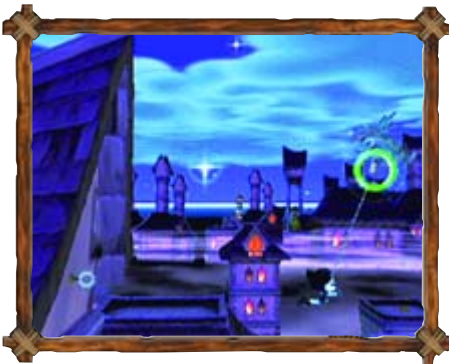
TIP

Ant Drones, Lancer Drones, and Loboto Mice appear at various points. Spin-Attack them to get rid of them. Before grappling, check out the destination and make sure it's clear of enemies. Wait a minute for them to move if they're standing where you'll land.

ROOFTOP RAMPAGE



Grapple up between two walls. To do this, grapple one hook, then jump, pointing in the opposite direction. Grapple the opposite hook after a second in the air.



At the top, grapple a Gargoyle and steer right to land on the rooftop.

After a movie showing the airship, hop to a lower rooftop. Spin-Attack a weather vane to make a Gargoyle fly up. Grapple the Gargoyle and fly to a rooftop with a detonator crate.



Activate the detonator crate and Spin-Attack ants. Continue along the roofs to another spot where you must grapple up between two walls.



Keep moving once you've climbed the walls. As you proceed, gem #1 appears in your path. Grapple as usual and you grab it.



Jump along a series of chimneys that crumble beneath you. Get inside a hallway and Spin-Attack some ants.



Proceed through the hallway, Spin-Attacking ants and ZomBots, and gathering useful stuff. You emerge outside. Drop down and use your grappling attack on a giant bell. This spins the bell; run beneath it.



Head to a pair of walls and grapple up them. At the top, hesitate a split second longer than usual before grappling the Gargoyle. This lets you collect gem #2.



CRASH TWIN SANITY

PRIMA OFFICIAL GAME GUIDE

Grapple to a perilous ledge with Loboto Mice and nitro crates. (Try not to land on a mouse.) Spin-Attack the mice, avoid the nitro crates, and use a trigger crate to access a detonator crate, which clears off a neighboring rooftop.



Jump another set of chimneys. At the end, instead of jumping, grapple over to a rooftop covered with ants. Smack the ants.



Spin-Attack a weather vane to roust a Gargoyle, then grapple across to a doorway, avoiding ants. Go inside.



Grapple to a ledge with another giant bell. Hit it with the grapple attack and bounce up some iron spring crates. At the top, face a Gargoyle and grapple away.

Take the hallway, smiting ZomBots as you go; it leads back outside. Proceed to a pair of walls. Grapple to the top, Spin-Attack two detonator crates, and Spin-Attack the ants that materialize.



Hop another set of chimneys, grapple off the last one. Smack down the ants that appear on the next rooftop.



Cross to a small tower with an iron spring crate. Collect gem #3 here and proceed.

ROOFTOP RAMPAGE



Grapple down to a rooftop with a trigger crate. Grab loot and activate the trigger. Then hop down onto some wooden crates and onto a rooftop with ants. Hop another set of chimneys.



TIP

You can safely detonate nitro crates from a distance with your grapple attack.

Grab loot from a crate stack, avoiding the nitro crates. Grapple up between two more buildings and fight through a couple of ant-infested rooftops. Jump another set of chimneys, collecting gem #4 along the way.



Keep moving forward, hopping another set of chimneys. Pass a spot with two giant bells; grapple both of them to pass beneath them.



Slightly farther ahead, enter a building and tag a world crate. Proceed through the building.



Emerge and tag a checkpoint crate. A movie plays, showing a bus attached to the airship. It chases you; start running toward the camera.

Jump some crates, spin a detonator crate, and run down the middle of the platform. Veer left and hop down a narrow bridge of wooden crates.



Stay left and vault crates that get in your way. Hop across another crate bridge.



On the other side, keep to the left. Spin-Attack a trigger crate as you pass it (do not stop).



CRASH TWIN SANITY

PRIMA OFFICIAL GAME GUIDE



Keep moving toward the camera. Tall stacks of various crates block your path; weave around them.



As the camera shifts, look for a grapple spot to the left. Grapple it and fly out of the airship's path, collecting gem #5 in midair.

A wall of TNT and nitro crates blocks a trigger crate. Grapple to another platform, destroy the ants, and activate a detonator crate to destroy the wall. Return here and Spin-Attack the trigger crate.



Cross to the other platform, where outline crates have been filled in. They are now iron spring crates. Jump on them to collect gem #6.



Cross a couple ant-infested rooftops and grapple into a hallway. Smack ZomBots and find Cortex.

You now become Cortex. Shoot ZomBots, then run into a room with a giant pipe organ. Jump onto a moving platform that takes you to the pipes.



BOSS FIGHT: MADAME AMBERLEY

Madame Amberley is the Academy of Evil's corpulent headmistress. She's apparently too fat to walk around, so she's suspended herself from the ceiling by three cords. Your task is to cut the cords and send her to her doom. Check the sidebar for tips on getting this done.

MADAME AMBERLEY

You stand on a line of organ pipes as you fight Madame Amberley. Her primary attack is to shoot lightning bolts at a particular pipe. Sparks warn you which pipe she is targeting before she actually shoots.

The lightning itself is damaging, plus it opens up the pipe it hits. Deadly flames spurt out of open pipes, and you cannot stand on them or cross them until they are closed.

Open pipes gradually close on their own. Also, you can manually close them by shooting them several times with Cortex's blaster.

It's important to not get trapped between open pipes. When a pipe has been targeted (look for the sparks), immediately run at least two pipes away from it. Then, when the next set of sparks appears on a different pipe, make sure you're in a safe spot and start shooting the open pipe, closing it. If you always move at least two pipes away from an open pipe, always close open pipes by shooting them when you have a free moment, and try to stay away from the edges of the organ, you will do fine.

Madame Amberley can also summon bells. These instruments fly at you and can be shot down with the blaster.

If you shoot every bell in a particular wave, Madame Amberley briefly turns her back to you. Shoot her in the back to sever one of her cords. You win the fight when all three cords are cut.

Start out near the middle of the pipe row. When sparks appear, showing you where the lightning will go, move at least two pipes away. Then, when more sparks appear elsewhere, rapidly shoot the opened pipe, closing it.



Keep running away from targeted pipes and keep shooting open pipes whenever you have a free moment. Stay away from the edges and don't get trapped.



Amberley now summons bells. The bells appear in two clusters, one on each side. Target the bells and shoot every last one of them as quickly as possible.



TIP

You can aim at the bells even when they pass you and get behind you. As long as they're on screen, they can be hit—so don't give up.



If you destroy all the bells in this wave, Amberley spins around and presents her back. Shoot her back to sever one of the three cords holding her up.

Amberley now starts over again, targeting pipes with lightning. Dodge the lightning and close the open pipes, using the same techniques as before.



Next comes another wave of bells, larger than the first one. Shoot all the bells, then shoot Amberley's back to sever the second cord.



Finally, the whole process repeats one final time—lightning, then bells, then shoot Amberley in the back. The third time's the charm, and you win the fight.

LEAVING THE ACADEMY

You're almost ready to leave the Academy of Evil. It's time to collect one last gem, then hit the highway.

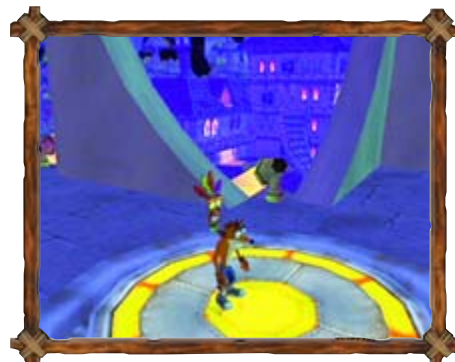
Jump out of the pipe organ room. You meet Crash in the hall and switch back to controlling him again. Run Crash out onto the roof, take a left, and Spin-Attack a detonator crate. This destroys explosives near the yellow gem floating in the air.



Look out at the yellow gem. If the crates below it are just blue outlines, drop to the courtyard. Knee Slide a soccer ball into a stack of nitro crates, and Spin-Attack the trigger crate that falls.

Ride up on the floating disk, hop onto the filled-in crates, and leap from there to collect the Academy of Evil's final gem (#6).

Get back to the rooftop, using the floating disk. Run to the other side, collect goodies from crates, and ride another floating disk up to the airship. The level is complete. Next stop, Twinsanity Island.



AND TWINSANITY FOR ALL

You've made your way through NSanity Island, the Iceberg Lab, and the Academy of Evil. There's one last hub level left—Twinsanity Island, a big, bizarre place where everything is a little tougher than before. Completing levels and collecting gems is definitely more challenging here, so settle in and prepare for an intense ride.

TWINSANITY ISLAND

Using complicated technology that makes Crash's head hurt, Cortex has teleported his lab to another dimension—Twinsanity Island.

A movie plays, introducing Evil Crash. When it's complete, you find yourself in the lab—but make no mistake, you're no longer in the arctic wastes. The difference becomes clear the moment you step outside.



Run straight ahead, through the door Cortex took. Outside, take a left and leap onto a platform.



Ride the platform up to a cave. Inside the cave, hop on a couple of TNT crates to destroy nitro crate walls. You emerge at an observation deck; a movie plays and Rockslide Rumble begins.



TIP

You'll notice we haven't collected gems on Twinsanity Island yet. Patience, young apprentice, we'll get to that after we complete the next level.

ROCKSLIDE RUMBLE

Rockslide Rumble is like Slipslide Icecapades without the ice. Once again, Crash rides Cortex using the HumiliSkate game mechanic, the only difference being that Cortex is sliding on dirt instead of ice.

Up ahead, Evil Crash is using Nina as a snowboard. Back off if you get too close to them; collisions with Evil Crash damage you.



Cruise down the slope, gathering fruit. An ant drill vehicle appears ahead. Avoid the ants and steer right through the vehicle to collect gem #1.



PRIMA OFFICIAL GAME GUIDE



Up ahead is a massive cliff. Leap off and slide to the left.



Ants appear. Weave through them, keeping your speed up.

Past the cliff is a gorge with a gem in the middle. Stick to the left (even though the obvious path is to the right). Jump to the right onto the main path, collecting gem #2 along the way.



A cave entrance that's half blocked with nitro crates appears on the right. Ride up high on the right wall and jump at the last second to enter the cave and grab gem #3. See the tip for details.



Weave through nitro crates, collecting fruit and extra lives. Always dodge the nitro crates if you can. If you can't avoid them, jump over them.



TIP

There are extra lives at the end of some lines of nitro crates. Ride up high on the walls to collect them.





TIP

This is the first of three tunnels that are partially blocked with explosives. The trick to entering these is to ride up high on the wall. If you approach from straight on, you'll never get the height to clear the explosives.



A chasm appears ahead with a rock pillar in the middle. Either ride down the center, jumping onto the pillar, or steer right and avoid the drop altogether.



Weave through several nitro crates, then get in the center of the tunnel. An extremely long rail appears in front of you; grind down it.

A tunnel blocked with TNT crates appears on the right. It's even tougher to get in there than the last one—but it's possible. Cruise in to grab gem #4.



TIP

This tunnel is even harder to get into than the last one. There's only a tiny space at the top to squeeze through. You need to approach it perfectly, riding high on the right wall and jumping at the last second. If you get up on the wall too early, you'll lose speed and fall into the crates. If you rise too late, you'll also hit the crates. No doubt about it, this one is tough.

The land ahead splits; there's a high path to the right and a lower path in the middle. Hop onto the rock edge in the middle and you find that you can grind down it.



Collect gem #5 at the end of the rock grind.

Dead ahead is a third tunnel entrance, blocked by TNT crates. Once again, ride up as high as you can on the right wall and jump at the last second to clear the TNT crates and collect gem #6.





PRIMA OFFICIAL GAME GUIDE



Follow Evil Crash, weaving through lines of nitro crates. Remember, avoid them if you can, and jump them if you can't.



Steer through yet another ant drill.



Another ant drill appears. Ride through it to collect goodies.

Get to the center, steering between TNT crates. Jump across a couple of gaps, sticking to the middle and landing on central pillars. Slide along a narrow ramp.



Keep dodging nitro crates and ants. Veer right when the ground opens up ahead.



Slide between walls of TNT crates and off a cliff. At the bottom, keep dodging nitro crates.



The ride ends, and you're back to controlling Crash. Spin-Attack a couple of Bore Drones and jump up a series of iron spring crates to reach the surface.

OUT AND ABOUT ON TWINSANITY ISLAND

You've completed Rockslide Rumble, and now you're out on the surface of Twinsanity Island.

Start exploring. We'll take this opportunity to gather all of Twinsanity Island's gems.



TIP

If you approach Evil Crash's house (it's a house just like Crash's but, well, evil), a movie plays in which Evil Crash chases Cortex through a valley. If you follow them, you enter the Bandicoot Pursuit level. For now, don't follow. Spend some time on Twinsanity Island and collect all the gems.



After Rockslide Rumble, you emerge near a bunch of stone statues. Look for a giant contraption in the air nearby. It includes some floating platforms, one of which tilts in circles.

Approach the contraption. Ride up on a moving pillar, jump to some iron crates, and jump from there onto a trigger crate hovering in midair.



Jump back up the moving pillar and onto a platform. Roll an Energon Sphere across the line of iron crates you just filled in with the trigger crate.



Stand and observe the rotating pipe for a while. Roll the Energon Sphere across the pipe to the sliding platform on the other end (see the tip).



TIP

When should you start rolling the Energon Sphere? The obstacles on the rotating pipe sections should be almost out of your way, and the sliding platform on the other end should be starting to move toward you. Run down the pipe as quickly as possible, before the obstacles ride up to hit you. This will probably take several tries.





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When you reach the sliding platform, stand behind the Energon Sphere to prevent it from rolling off. Quickly roll it onto the stationary platform.

A pillar goes up and down. Carefully roll the Energon Sphere onto the pillar and get behind it. At the top is the tilting platform. Line up with the pedestal on the other end and run across, pushing the Energon Sphere toward the pedestal.



You fall off the platform, but if you aimed well, the Energon Sphere goes into the socket. The force field around gem #1 drops, and you can grab it.



Explore Twinsanity Island and locate three platforms hovering over the water. Get on the first one and Knee Slide an Energon Sphere onto the second one.

Get on the second platform with the Energon Sphere. Line up a shot at the nitro crates on the third platform. Push the Energon Sphere forward, then Spin-Attack it to send it into the nitro crates, clearing the path for you to grab gem #2.



Nearby, find a gem floating over some nitro crates and steel crates. There's an Energon Sphere here too. Roll the Energon Sphere slightly off the pedestal, to the left, and carefully line up a shot at the gem.



ON TWINSANITY ISLAND



Push the Energon Sphere forward and Spin-Attack it. Your goal is to bounce the Sphere off the two iron crates in front of the gem, making it skip up and detonate the nitro crates. Grab gem #3.



TIP

You need to line up your shot so that it hits those front two iron crates squarely. If you've lined up squarely but the Energon Sphere doesn't hit the nitro crates, try starting your Spin-Attack from farther back. Eventually you'll get it.



Explore the top of the bluff by the cannon. You find some ledges you can jump across. Get hopping.



Collect gem #5 from the last ledge.

There are iron spring crates nearby. Hop up the crates onto a bluff and look for outline crates and a gem in the air.

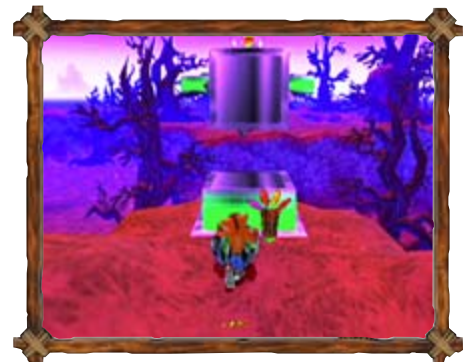


Go exploring. Near Evil Crash's house, look for a big contraption in the sky. Hop up a series of ledges to get to it.



There's a cannon up here. Aim the cannon at the floating trigger crates and Body Slam the button to fire. When you hit all five crates, a path forms to gem #4. Go get it.

Carefully roll an Energon Sphere onto a platform that moves up and down.





PRIMA OFFICIAL GAME GUIDE



At the top, study the rotating bridge for a while. Then, when the bridge sections are *almost* level, run across the bridge, pushing the Energon Sphere.



Roll the Energon Sphere into the socket and jump to collect gem #6.

Now you've got all the gems. Run toward Evil Crash's house, and from there, locate an ant-infested pass flanked by evil-looking columns. Run through the pass, Spin-Attacking Lancer Drones as you go.



Jump over to Cortex and Evil Crash. The chase begins. Run left, onto the lower ramp, and stand on a button to raise a platform for Cortex.

Trigger a detonator crate to blast an obstacle in Cortex's path, then Spin-Attack two bridge activators, allowing him to keep running.



BANDICOOT PURSUIT

Beyond the pass is a world crate. Run over it and jump across some platforms to start Bandicoot Pursuit.

This level features the "Doc Amok" mechanic, in which Cortex runs blindly (in this case, he's being chased by Evil Crash), and you must remove obstacles from his path.



BANDICOOT PURSUIT



Spin-Attack a trigger crate to fill in a path for Cortex. Then stand near a spinning blade and wait for Cortex to hit a button that removes it.

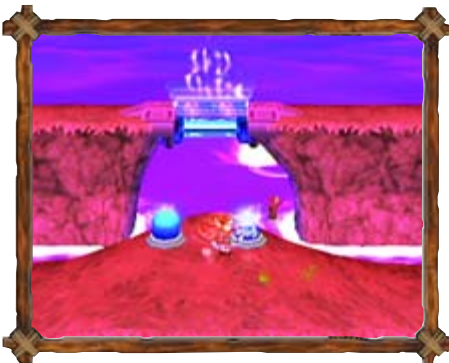


Hop on a button to remove a blade from Cortex's path. Then jump down toward the camera to collect gem #1. Get back on the path quickly.

Hop up to Cortex's level and Spin-Attack a Fire Drone before it sings Cortex. Spin-Attack a detonator to blow up a spiny obstacle.



Cortex and Evil Crash temporarily disappear. Jump along a series of platforms that lead around the corner.



Spin-Attack more detonators to clear more obstacles. Farther down the line, Spin-Attack two blue crystals to extend a bridge for Cortex.

Jump up so that you're directly above Cortex. Stand on a button to raise a platform for him.



Detonate another spiny obstacle, and Spin-Attack a bridge so Cortex can get on it. Then Spin-Attack the bridge a second time while Cortex is on the middle part.



Spin-Attack a detonator crate. Then move toward the camera, jump a gap, and Spin-Attack a trigger crate to extend some iron crates for Cortex.





PRIMA OFFICIAL GAME GUIDE



Jump over to Cortex's level and Spin-Attack a pair of Fire Drones in his path before he reaches them.



TIP

If the Fire Drones are spitting flame, don't hang back. Jump over the flame attack and Spin-Attack them.



Jump back to a higher level. Spin-Attack three blue crystals to extend a bridge for Cortex.

Run across three buttons that smash obstacles. Then stand on a fourth button to raise a bridge for Cortex.



Cortex disappears again. Go around another corner, and the chase starts again. Spin-Attack a post to extend a bridge for Cortex.



Run along a series of five trigger crates. Spin-Attack the first four trigger crates but *do not* Spin-Attack the fifth.



TIP

Spin-Attack the first four trigger crates to protect Cortex from obstacles. Spin-Attacking the fifth trigger crate makes him run into explosives, so do not touch that one.

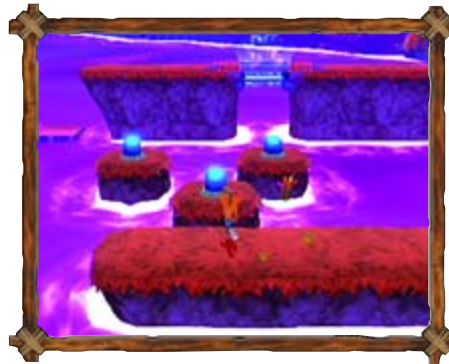
Run ahead and press a button to remove a spinning blade from Cortex's path. Then wait until he presses a similar button to remove a blade from *your* path.



BANDICOOT PURSUIT



Run ahead and Spin-Attack a detonator crate to clear Cortex's path, then immediately jump toward the camera to collect gem #2.



Spin-Attack three blue crystals to extend a bridge for Cortex; then stand on a button to raise another bridge.

Get back on track. Jump on a cannon's button to destroy an obstacle.



Spin-Attack a post to rotate a bridge for Cortex. When he reaches the center post, Spin-Attack it again so he can cross the rest of the way.



Spin-Attack another bridge twice to let Cortex across—once to let him on, and once to let him off.



The "Doc Amok" sequence ends, and you're on your own again. A passage leads between two cliffs. Before going through it, investigate the rocks to the right.





PRIMA OFFICIAL GAME GUIDE



Gem #3 is hidden behind the rocks. Collect it and go through the passage.

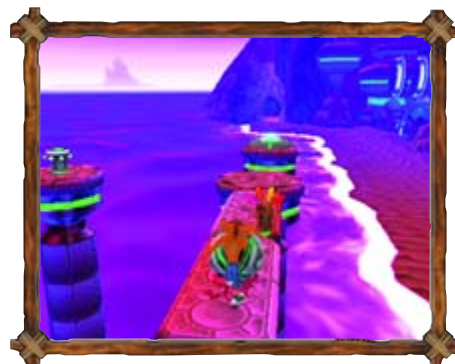
Look for several platforms, one of which has a gem protected by a force field.

Another platform has an Energon Sphere. Spin-Attack a trigger crate at the base of the nearby rocks, then hop up next to the Energon Sphere.



Your task is to move the Energon Sphere across two bridges. The first step is to jump to a post and Spin-Attack it to rotate the first bridge into place.

Roll the Energon Sphere across the bridge to a central post. Then rotate the bridge again and push the Energon Sphere the rest of the way. Repeat this strategy with the next bridge.



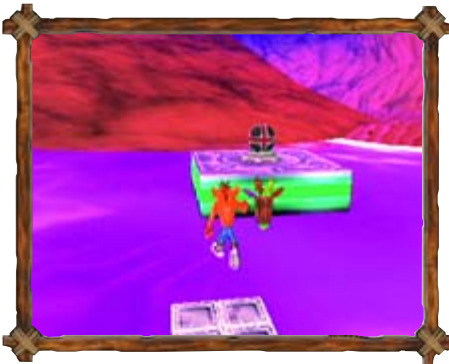
When the Energon Sphere enters the socket, gem #4 is free. Jump back and collect it.



Walk around to find a gap in the nitro crate pillars, then hop onto the trigger crate there.



BANDICOOT PURSUIT



The trigger crate fills in iron crates in a pond nearby. Hop across those crates to a platform with an Energon Sphere.



To the left of the fortress entrance, jump up a series of iron spring crates and activate a trigger crate.

Spin-Attack the Energon Sphere toward the nitro crates, destroying them all and leaving only iron crates. This may take several tries.

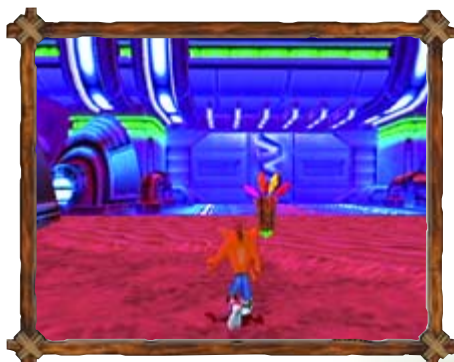


Run back the way you came. Look for a floating gem near the passage leading back to the "Doc Amok" area. Leap onto the iron spring crate (which you just filled in with the trigger crate) to collect gem #6.



Return to the crate stacks and jump up the iron crates to collect gem #5.

Approach the Evil Twins' fortress to trigger a movie. Watch the movie, but don't go inside the fortress yet.



THE END OF THE LINE

You're now ready to enter the fortress, starting the Ant Agony level. Before you go inside, you should know that this is the start of the final level. If you want to revisit earlier levels to collect missed gems or gather lives, don't go through those big doors yet.



Instead, you can go through a tunnel to the left of the big doors. This leads back to the main part of Twinsanity Island.



You may also go through the big teleporter to the right of the doors. The teleporter leads you back to Cortex's laboratory, and from there you can fly in the airship.





ANT AGONY

When you're ready, go through the massive blue doors to begin Ant Agony. This is the last full level, and it leads directly into the final boss fight.

This level presents some of the toughest jumping challenges in the game—but fortunately, you can overcome them by studying each jump beforehand. The key is to have a clear mental picture before you start to jump; it also doesn't hurt to have this book.



Run up to the front door and roll the Energy Sphere into the socket. The door opens.



Go through a hall, smacking ants. Hop across a series of holographic platforms that disappear a second after you touch them. You'll see lots more of these soon.

Enter a big room. Defeat an ant and roll the Energy Sphere into the socket—then get away before it detonates.



TIP

Ants can throw Energy Spheres at you. Dodge the Energy Spheres, and smack down the ants.



Triggering the socket causes moving panels to appear. Hop across these holographic panels to the other side. Stick to the center, avoiding platforms that disappear into the wall.



TIP

Study the platforms before jumping across tricky obstacles. Notice the pattern. Once you start jumping, always double-jump and maximize your time in the air. This gives you time to make good decisions. Try to think one move ahead, instead of concentrating on the platform you just landed on. Most falls result from indecision about where to go.



On the other side, take out a hover drone (flying ant). Look right and notice some platforms leading off to the side. Take them to collect gem #1.



An Energon Sphere rests on a pedestal near the door. Hop up, roll it down, and shove it into the socket to open the door.

Cross a hall, defeat an ant, and destroy blue spheres to drop a force field. Collect an extra life to the side before proceeding.



Three bore drones (tunneling ants) attack. Defeat them all.



TIP

Avoid the ants while they're tunneling; just keep moving until they emerge. When they surface, they're dizzy for a moment. Spin-Attack them twice to defeat them.

Destroy three blue crystals to drop another force field. The trickiest one is between nitro crates; tilt the camera up high to get a good angle and avoid the crates.



Cross a lava cavern, hopping along the lower platforms (avoid the tall ones) and smacking a fire drone in the center.





Jump across another grid of moving squares. Study it first. You need to start out on the right, then veer left to hit the stationary squares.

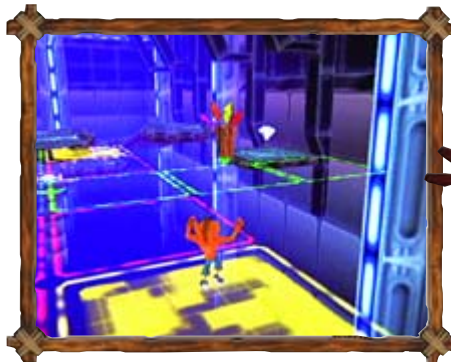


Hop up some green platforms, dodge nitro stacks, and smack a couple of ants. Take a detour to the right, walking out on some machinery, to collect gem #2.

Hop some more green platforms, smacking a hover drone. You now approach a jumping puzzle with colored squares. Stand there for a while, watching the color flow: red, green, blue, yellow. It never alters.



Hop ahead to the gem platform. Check out the tip for details.

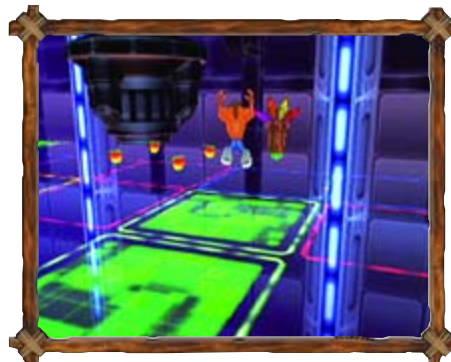


TIP

To reach the gem platform, jump in this sequence:

1. Forward onto red
2. Forward + left onto green (collect extra life)
3. Forward + right onto blue
4. Forward + right onto yellow
5. Forward onto red
6. Forward + right onto green
7. Forward + right onto solid gem platform

Remember, the pattern never alters: red, green, blue, yellow, then start over with red again.



After collecting gem #3, advance to the end of the puzzle. See the tip for details.





TIP

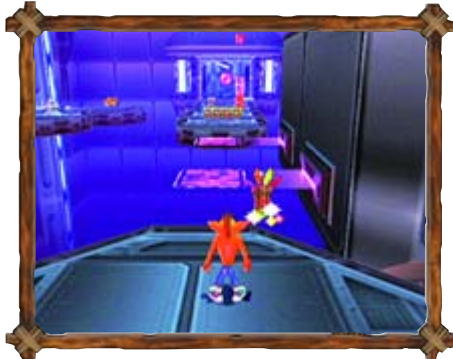
To reach the end of the colored tile puzzle from the gem platform:

1. Jump to the farther of the two green squares
2. Forward + right onto blue
3. Diagonal right onto yellow
4. Onto solid ground



Take a left and head down to a platform swarming with ants. Defeat all of them, then hop out onto a platform with a green button. Tag the button.

Holographic platforms now appear. Jump across them, avoid a line of nitro crates, and collect goodies from wooden crates, leaving only iron crates behind.



Hop to a platform with an Energon Sphere. Knee Slide it across the gap. Then carefully push it between nitro crates and onto a socket. This opens the door.



The next room contains four blue lasers. Hop over the first; go under the second while it's rising. Avoid the next two as they go back and forth.



Next is a series of holographic platforms sliding toward you. Hop back and forth, slowly making your way to the other side. Double jump to safety at the end.

Up ahead are more colored tiles. Watch them for a moment, then jump from red to green to blue to solid ground.



Jump over the next three tiles in order (yellow to red to green to solid ground), avoiding the moving laser on the green tile.



CRASH TWIN SANITY

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Up ahead, defeat a pair of hover drones. Leap over a stationary blue laser, then over a moving blue laser (while it's coming toward you).



Destroy some crates and leap across a long gap. Beat down an ant, and Spin-Attack an Energon Sphere across a gap to destroy some nitro crates. Jump after it and collect goodies.

Ahead are two moving blue lasers, one high and one low. When the high one is close, slide beneath it, then jump over the low one.



Hop down green platforms. Fight a Lancer Drone at a force-field wall, then study the room. You must break five blue crystals to drop the force field.

Hop to the central platform once. Do this by double jumping on a holographic platform, then double jumping again to the center. Spin-Attack the Fire Drone and the crystal.



Return to your starting point. Then jump around the room clockwise, using the holographic platforms, Spin-Attacking crystals and Fire Drones.



The force field drops. Past it, dispatch some ants and grab an Energon Sphere. Roll it back down the slope and Spin-Attack it to hit a distant trigger crate, which gives access to gem #4.

Jump across a series of platforms with rotating lasers. Land just as the laser passes, follow it, and jump again.





Advance to a set of four big platforms. Lancer Drones teleport in; fight them. Keep an eye on a switch on a smaller platform. When you've slain enough ants, the force field drops.

Jump over and hit the switch when the force field drops. Leap across the holographic platforms raised by the switch.



Run along a moving strip of holographic platforms, jumping over gaps.



Hop across a strip of colored tiles. Check the tip for the order to jump.



TIP

To cross the strip of colored tiles, jump in this order:

1. Forward onto red
2. Forward (two spaces) onto green
3. Backward onto blue
4. Forward (two spaces) onto yellow
5. Forward onto red
6. Forward onto the holographic platform
7. Forward onto green
8. Onto solid ground

The last couple of jumps should be single jumps. If you double jump, the green tile may disappear before you hit it.





PRIMA OFFICIAL GAME GUIDE



Walk onto a button and stand on it for a while. Platforms slide out, both in front of you and to your left. Use the one to your left and hop up to collect gem #5.



TIP

These tiles slide into place while you're standing on the button, and they slowly slip back while you're not. Therefore, you have to jump on them while they're moving.



Jump back down, stand on the button for a while, and hop across the holographic tiles to the other side.



Leap across holographic tiles with moving lasers above them. Start your jumps just as the laser starts moving away from you.



Hop across platforms with rotating lasers. As before, leap on and follow the laser around until you can jump again.



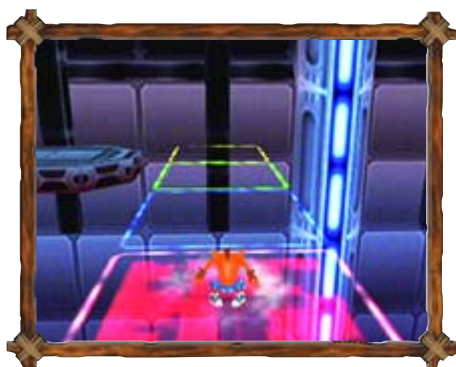


When you reach a holographic wall, turn left. Note the colored squares.

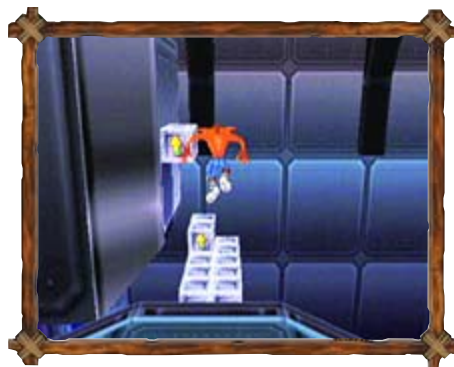
Stand on a button a few seconds to make colored tiles slide out. Hop across the tiles in order (red, green, blue, yellow) as they slide back.



Hop two squares ahead onto red, then two ahead onto green, then onto solid ground.



Turn left at the checkpoint and hop up the iron spring crates to collect gem #6.



Destroy four blue crystals on these platforms to drop the force field. Also, look for a platform with an extra life.



Return to the checkpoint and face the rest of the colored tiles. When you're ready, cross them using the information in the sidebar.



Past the force field, jump across platforms with lasers spinning around them. It's easy; take your time and stand in the middle of the platforms to avoid the lasers.





CROSSING THE LAST COLORED-TILE SEQUENCE

The last colored-tile jumping puzzle consists of three sections. To complete the first one, jump in this order:

1. Forward onto red
2. Forward onto green
3. Left onto blue
4. Right two spaces onto yellow
5. Forward onto red
6. Forward onto green
7. Forward two onto blue
8. Back onto yellow
9. Left onto red
10. Left onto green
11. Left onto solid ground; rest a bit

From this resting spot, advance as follows:

1. Forward two spaces onto red
2. Forward two spaces onto green
3. Right onto blue
4. Forward + right onto yellow
5. Left onto red
6. Right + backward onto green
7. Right two spaces onto blue
8. Forward onto solid ground

You're now at the second resting spot. Just one more to go:

1. Forward two spaces onto red
2. Left onto green
3. Forward + right onto blue

CROSSING THE LAST COLORED-TILE SEQUENCE (CONT'D)

4. Left onto yellow
5. Forward onto red
6. Right onto green
7. Left two spaces onto blue
8. Left onto yellow
9. Left two spaces onto red
10. Right onto green
11. Forward + left onto blue
12. Forward + right onto yellow
13. Left onto red
14. Forward + right onto green
15. Onto solid ground



TIP

If all the jumping sounds complicated, it's not that bad. The key is to memorize the color sequence (red, green, blue, yellow). Keep it in your head and say it out loud as you jump. That way, you'll always know what color you need to land on next.



Advance, rolling an Energon Sphere onto a socket to open a door.

ANT AGONY



You emerge in a big room with a detonator crate on a pedestal at the far end.



Jump onto the left platform—the one with nitro walls. Spin-Attack a red Energon Sphere into the two walls of nitro to destroy them.

Make your way to the detonator crate, taking the platform on the right. Spin-Attack the Lancer Drones and activate the detonator. This opens a path to a pair of sockets.



Roll the green Energon Sphere up the left platform, and Knee Slide it across the gap to the central platform. Then roll it onto one of the sockets.



Go to the right platform. Knee Slide a green Energon Sphere to get it to the top of that platform. (Get behind it to prevent it from rolling.) Then Knee Slide it across the gap to the center, and roll it onto the second socket to open the door.



Beyond the door, a movie plays. Pass through several hallways when the movie ends, smacking Lancer Drones. Eventually you reach a World Crate, and the final boss fight.





FINAL BOSS FIGHT

This is it—the main event, the final showdown. You control each of the three playable characters during this fight: first Nina, then Cortex, and finally Crash (at the controls of MechaBandicoot).

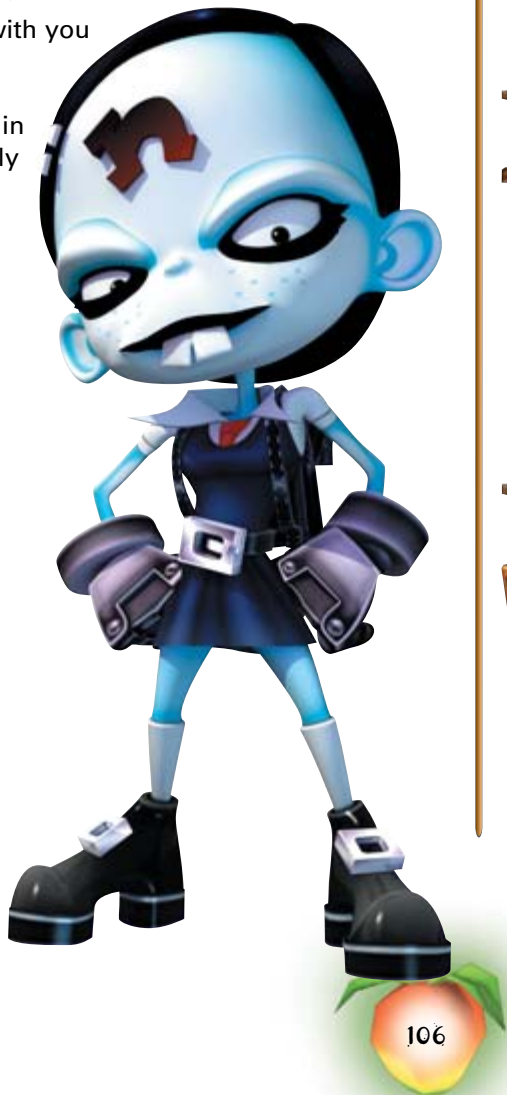


Your enemy in all three stages is a giant robot designed and piloted by the Evil Twins. It attacks differently in each stage.

Despite its length, this fight isn't so bad. It's just a matter of getting comfortable with each of the three stages.

STAGE ONE: NINA

The battle begins with you in control of Nina. Make use of her grappling prowess in order to successfully complete this section.



NINA'S STAGE

There are three sets of clear pillars spaced evenly around the arena. Nina's job is to rappel up each set of pillars and destroy the crystals at the top. (There are six crystals, one atop each pillar.)

Nina must avoid Lancer Drones and the boss itself while she works. The boss attacks with a flamethrower or by stomping the ground and producing energy rings. Avoid these attacks by staying on the move and sticking to the outer edge of the arena. Constantly moving around the edge usually keeps you safe; don't venture into the center, where the boss likes to stand.

After taking down a pair of pillars, run in whatever direction takes you away from the boss the quickest, even if this isn't the fastest direction that leads you to the next pillars. Staying away from the boss is the key.

This part of the fight is complete when Nina has destroyed all six crystals.



Run between a set of clear pillars. There are spots for you to grapple all the way up them. Grapple the lowest spot, jump, and grapple to the next one. Make your way to the top.



TIP

In addition to the Evil Twins' robot, Lancer Drones chase you during this sequence. Move quickly to a set of pillars, climb them quickly, and get out of the area as soon as the pillars come down. This allows you to avoid both the robot and the ants.



Spin-Attack the crystal atop the tower. Then turn around and grapple to the other tower. Destroy that crystal also. Both towers collapse.



TIP

Work quickly. If you fall or otherwise mess up, get away quickly and come back later. Don't stick around, or the boss will hit you with its flamethrower or energy stomp.

Run to the next set of pillars and destroy them in the same way. Then topple the third set, and Nina's job is done.



TIP

Keep avoiding the robot and ants after the last pillars fall; it takes a few moments to transition to the next sequence.

STAGE TWO: CORTEX

After Nina's job is complete, you assume control of Cortex. His job is to destroy the boss robot's weapon-equipped arms.

CORTEX'S STAGE

Cortex's stage is quite simple. The Evil Twins' robot stands at the center of the stage and alternately fires its machine gun and laser at Cortex. To avoid these attacks, Cortex needs to constantly run laps around the arena.

The machine gun is quick while the laser damages everything in a wide radius. To avoid damage, you must be running full speed during the full duration of each attack.

Just after the robot has fired either weapon, you have a few seconds to counterattack. Aim at one of its two weapons and fire six to ten shots with Cortex's blaster. Then start running again.

Repeat this process until both guns have been destroyed, and Cortex's stage is complete.





PRIMA OFFICIAL GAME GUIDE



Run circles around the boss, watching it fire. Learn the timing of its shots.

Immediately after the robot has fired a weapon, turn and fire several shots at it. (You may target either weapon; we recommend targeting the machine gun first.) Then start running again, sticking to the very edge of the arena.



TIP

How many times should you shoot the boss before starting to run again? We shoot only four or five times before the machine gun fires, because the machine gun fires quickly and with little warning. The laser gives more warning, so we fire eight to ten shots before its turn. Still, be sure to respect the laser's huge blast radius. Run along the very edge of the arena to avoid getting nicked. When in doubt, fire fewer shots and concentrate on not getting hit.



Repeat this process—run and shoot, run and shoot. When the machine gun explodes, the robot can only fire its laser. Target the laser and keep pounding it.



Eventually, the laser blows up too. Now Cortex's work is done, and it's Crash's turn.

STAGE THREE: CRASH AS MECHABANDICOOT

After Cortex has blasted the robot's guns, you once again switch perspectives. This time you control Crash, who is himself at the controls of his old nemesis, MechaBandicoot.

CRASH'S STAGE

MechaBandicoot can shoot rockets: This is the attack you'll use to finish off the Evil Twins' creation. Fire rockets with the same button used for Cortex's blaster.

The Evil Twins' robot stands inside a constantly moving energy shield. Most of the time, this shield protects the robot from your attacks. Periodically, though, a gap appears. If you time your attack correctly, it will get through the gap and smack down the robot. You must hit it four times to defeat it.

The robot periodically attacks with a laser sword. Constantly run clockwise to avoid the sword. Only stop moving when you're about to attack.

The best time to start an attack on the robot is just after it swings its sword.



FINAL BOSS FIGHT



Circle the robot for a while, observing how its colorful shield works. Also notice how it attacks with its sword; you're always safe if you keep running clockwise.



TIP

Study the gaps in the colored shield. The best time to attack is when the robot has swung its sword and a gap is just appearing in the shield.

After each sword attack, look for an opportunity to quickly shoot your missiles through a gap in the shield. Give it a try. If you miss, just start moving again.



TIP

Once again, we recommend that you err on the side of caution. You have all the time in the world, so don't stop and shoot unless the enemy has just attacked.



Connect with four missile attacks to finish off the robot and complete the game. Now sit back, relax, and watch the endgame movie.

WHAT'S NEXT?

Did you get all the gems? No? Well, there's good news: Throughout this book we've noted all the little tunnels, teleporters, and secret passages you can use to get back to earlier levels. After the credits roll, you're put back in the game. Now you're free to collect those last few elusive gems.

Collecting gems unlocks artwork. To see how many gems you've got, and to view the artwork you've unlocked, pause the game and press **L2** or **R2** (PS2) or **L** or **R** (Xbox) to scroll through multiple screens. Here, you can see exactly which gems you're missing, and look at the art you've already unlocked.

When you've collected every gem, one last movie appears. Congratulations! You've unlocked everything in the game!

